**Exercise 1:***Create a class called Shape3D with the following method signatures alone, volume () and*

*surfaceArea (). Then create subclasses like Cylinder, Sphere, and Cube etc and implement*

*these methods.*

**Exercise 2:***Create a class called Sample. Write a program to display the no of objects created for that*

*class or the no of times that class is instantiated.*

**Exercise 3 :** *You have to design a Payroll processing system for your company. There are different kinds of Employees – Regular, Contractor, Part-time.*

*Regular employees get paid a salary, no matter how many hours they work. They have an annual salary.*

*Contractors are paid an hourly rate, but if they work more than 40 hours a week, the excess is paid at ‘time and a half’ i.e haourly rate\*1.5.*

*Managers are regular employees that get paid a salary and a bonus.*

*Your program should compute the pay for all the employees. For each employee, ask the number of hours worked in a given week, display the name, and weekly pay earned.*