1------------>Create a class Student which allows for following properties

* A string type variable “name”
* A int type variable “id”
* A double type variable “percentage”
* A string array “skills”
* Create multiple constructors to initialize objects based on either one or combination of these properties.
* All relevant getters and setters must be created

2------------>Create a class Operations which inherits from the above class. Add following methods to it

* A method “changeName” to change the name of a given object based on a value passed by the user.
* Another implementation of “changeName” that takes value from the user to change the name
* A method add skill which allows caller to add upto 5 skills to the current student object

3------------>Create a class DisplayOperations which inherits from Operations with following methods

* Display the attributes of the object used to call the method. This method must be called “showAttributes”
* A method to show the name of student object in upper case called “showNAME”
* A method “showDifference” to calculate the difference between percentage values of two objects. One object will be calling the method and other will be passed to it.

4------------>A main method must be created with the following properties:

* At least 5 objects must be created
* All operations from **Operations** class must be called at least once
* All operations from **DisplayOperations** must be called at least once

5---------------->Create relevant test classes for unit testing each method from Student

6------------>Create relevant test classes for unit testing each method from Operations

7------------>Create relevant test classes for unit testing each method from DisplayOperations class