1. Create an **abstract class** **Employee.**
2. The class would contain these instance variables.
   1. empId - int
   2. firstName - String
   3. surName -String
   4. phoneNo – String
   5. static int nextEmpId set to 1.
3. Write a default constructor which increments the value of empId for each new employee object.
4. Write another constructor which takes 3 arguments firstName,surName and phoneNo and initializes their values.
5. Write setter and getter methods for the instance variables.
6. Override the toString() method to return the values of the object.(Use the @override annotation)
7. Create a **class called Developer** that **inherits from the Employee Class**.
8. It has an instance variable called **level** which is an integer.
9. This Class has a default constructor which calls the Employee class’s default constructor.
10. It also has a 4 argument constructor which sets the values of firstName,surName and phoneNo through the Employee Class’s Parameterized constructor and initializes the value of the variable level within itself.
11. Write a getter and setter method for the varaible level.
12. Write an overriding toString method that returns the value of firstName,surName,phoneNo by calling the Employee Class’s toString() method and returns the value of level.
13. Create a **Class Manager** that **inherits from the Employee Class.**
14. It has two instance variables
    1. Department - String
    2. Bonus - boolean(true,false)
15. Write a default constructor that calls the Employee Class’s default constructor.
16. Write a 5 parameter constructor that initializes the value of firstName,surName,phoneNo by calling the Employee Class’s constructor and initializes the value of department and bonus within it.
17. Write getter and setter methods for the above two instance(Point 14) variables.
18. Write a toString() method that calls the Employee Class’s toString() method and returns the bonus and department details from this method.
19. Write a EmployeeTest class. The main method should create two Developer objects and two Manager objects.
20. The object’s values should be passed through their respective constructors.
21. Finally print the values of the objects like this:
    1. System.out.println(dev1);
    2. System.out.println(dev2);
    3. System.out.println(man1);
    4. System.out.println(man2);

Asssuming that dev1 and dev2 are developer objects and man1 and man2 are manager objects.