**Question 01:**

Create a Java program defining a **Person** class with the following specifications:

* Two private fields: **name** (String) and **age** (int).
* Two constructors: a default constructor and a parameterized constructor that takes a name and an age.
* Getter and setter methods for both fields.
* An overridden **toString()** method that returns a string representation of the person's name and age.
* In the **main** method, create an instance of the **Person** class with the name "Alice" and age 28. Print the information using the **toString()** method.
* Use the setter methods to update the person's name to "Bob" and age to 35. Print the updated information.

Write the Java program for the above specifications and include the output that would be generated when the program is executed.

**Question 02:**

Create a Java program for a **Book** class with the following specifications:

1. Two private fields: **title** (String) and **author** (String).
2. Two constructors: a default constructor and a parameterized constructor that takes a title and an author.
3. Getter and setter methods for both fields.
4. An overridden **toString()** method that returns a string representation of the book's title and author.
5. In the **main** method, create an array of **Book** objects to store information about three books.
6. Use a loop to print the information of each book using the **toString()** method.

Write the Java program for the above specifications and include the output that would be generated when the program is executed.

**Question 03:**

Create a Java program for a **Car** class with the following specifications:

1. Two private fields: **brand** (String) and **year** (int).
2. Two constructors: a default constructor and a parameterized constructor that takes a brand and a year.
3. Getter and setter methods for both fields.
4. An overridden **toString()** method that returns a string representation of the car's brand and year.
5. In a separate class (**CarTest**), in the **main** method:
   * Create an instance of the **Car** class with the brand "Toyota" and year 2022. Print the information using the **toString()** method.
   * Use the setter methods to update the car's brand to "Honda" and year to 2023. Print the updated information.

Write the Java program for the above specifications and include the output that would be generated when the program is executed.

**Question 04:**

Create a Java program for a **Movie** class with the following specifications:

1. Eight private fields: String **title**, String **director**, int **releaseYear**, String **genre**, double **rating**, int **duration**, String **language**, boolean **isReleased** .
2. Two constructors: a default constructor and a parameterized constructor that takes all the fields.
3. Getter and setter methods for both fields.
4. An overridden **toString()** method that returns a string representation of the movie's title, genre, language, duration and rating.
5. In a separate class (**MovieTest**), in the **main** method:
   * Create an instance of the **Movie** class with the title "Inception" and genre "Sci-Fi". Print the information using the **toString()** method.
   * Use the setter methods to update the movie's title to "The Matrix" and genre to "Action". Print the updated information.

Write the Java program for the above specifications and include the output that would be generated when the program is executed.