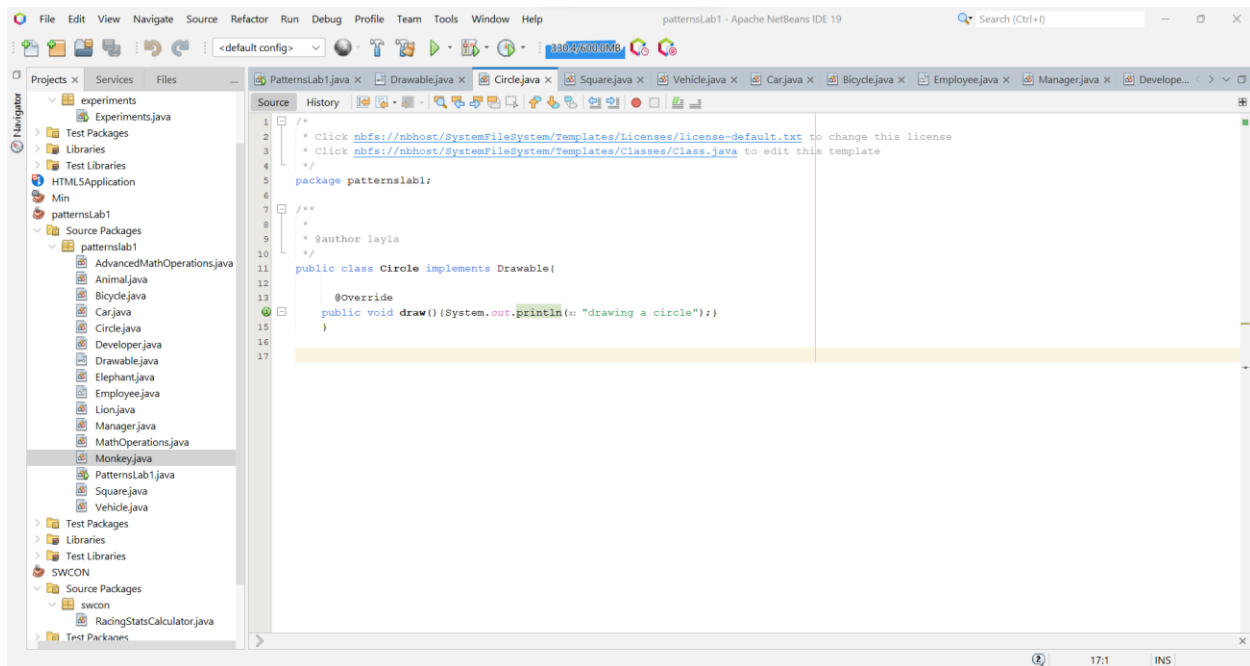
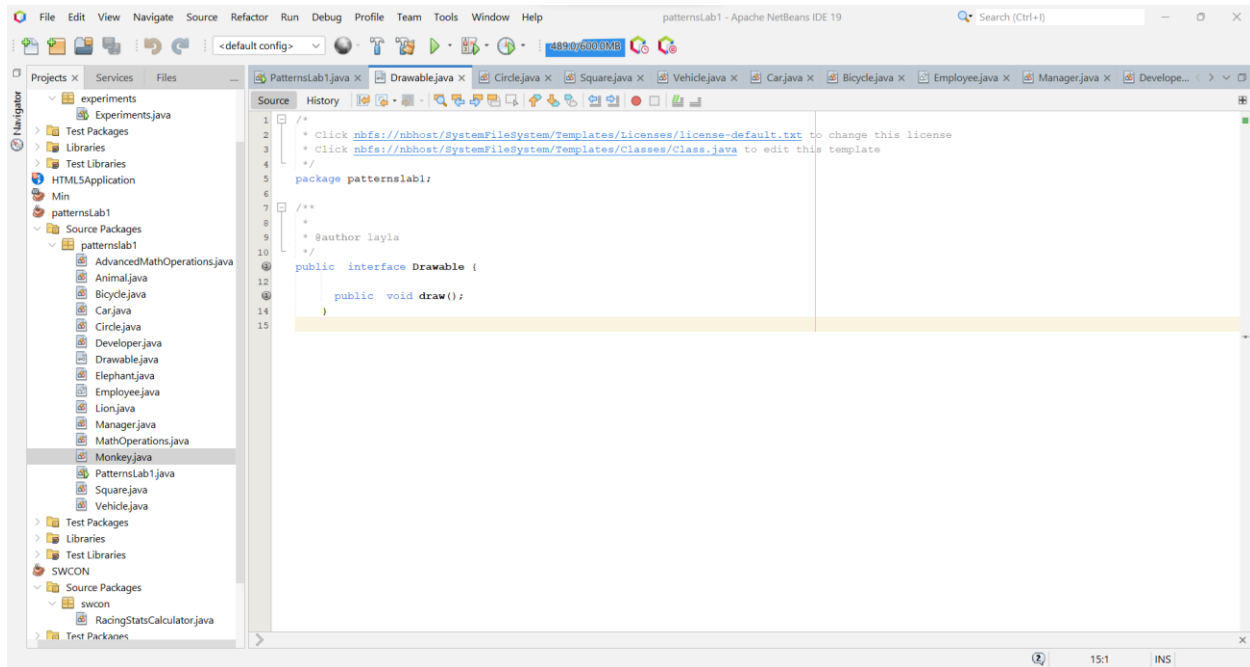
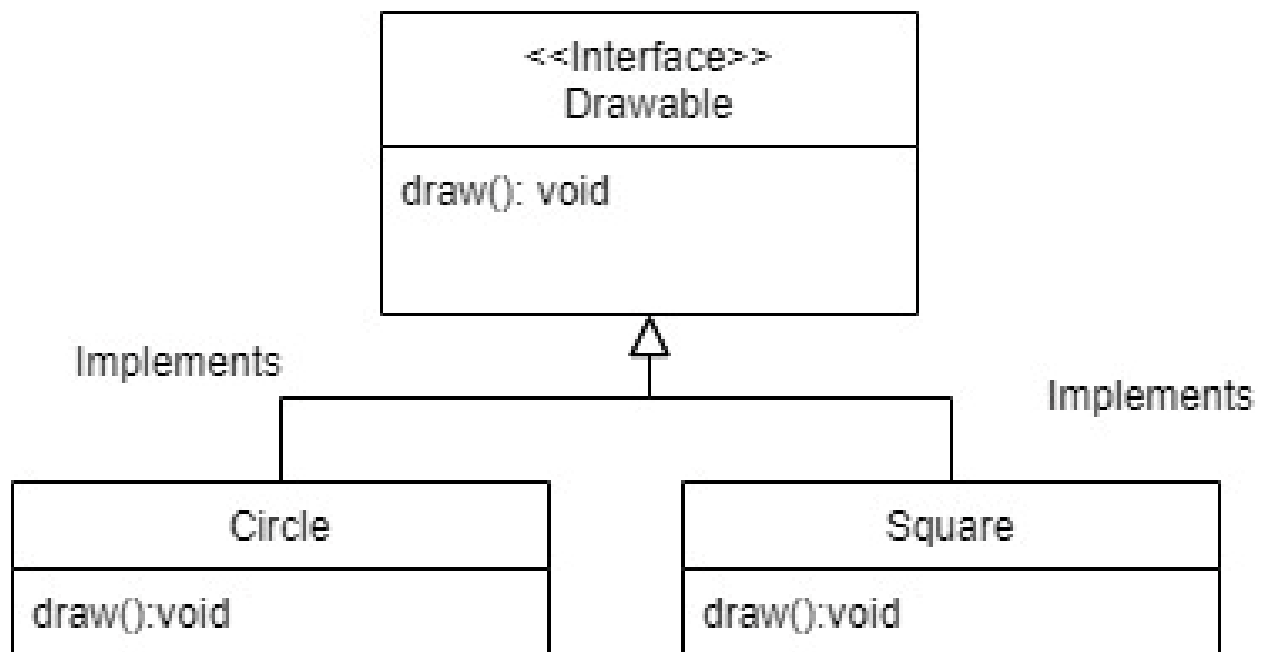
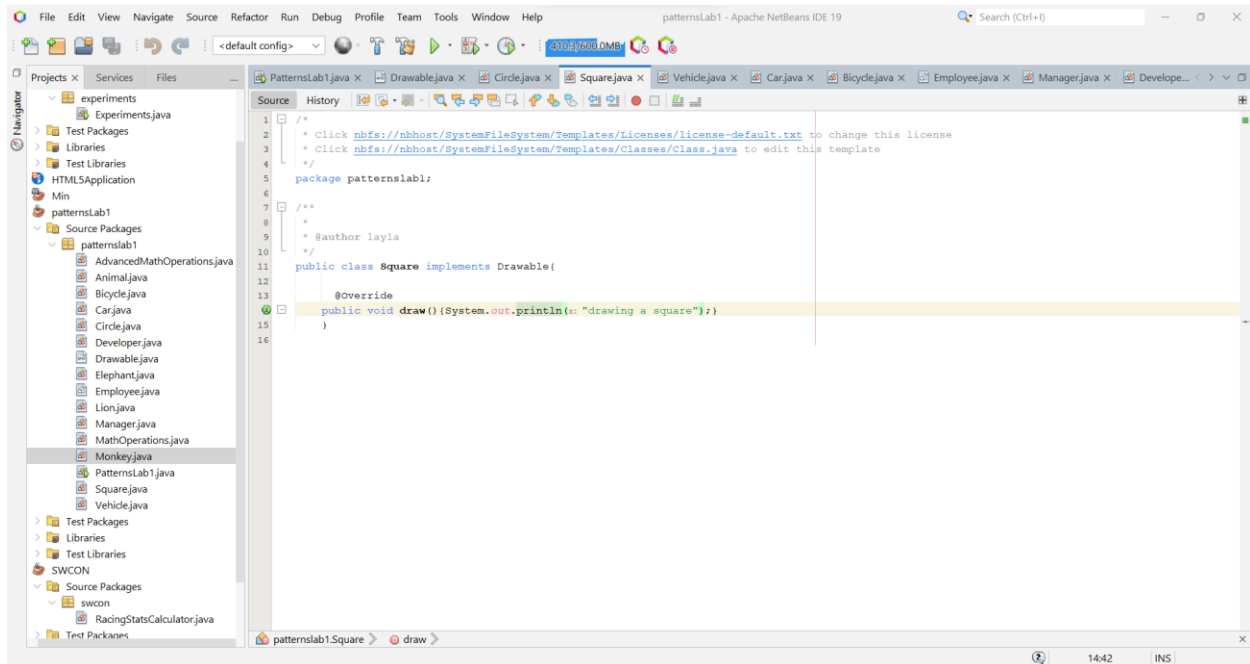
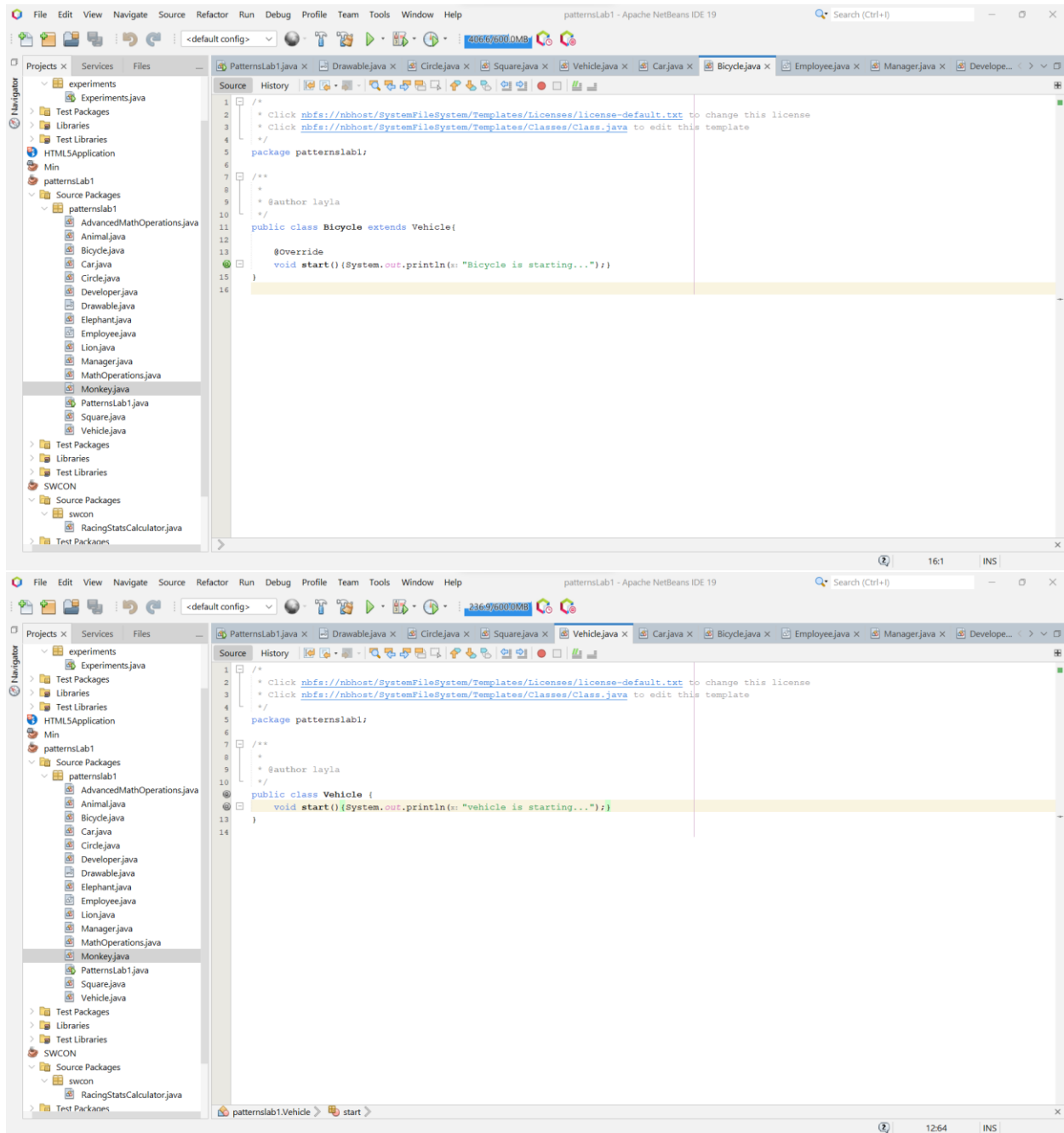


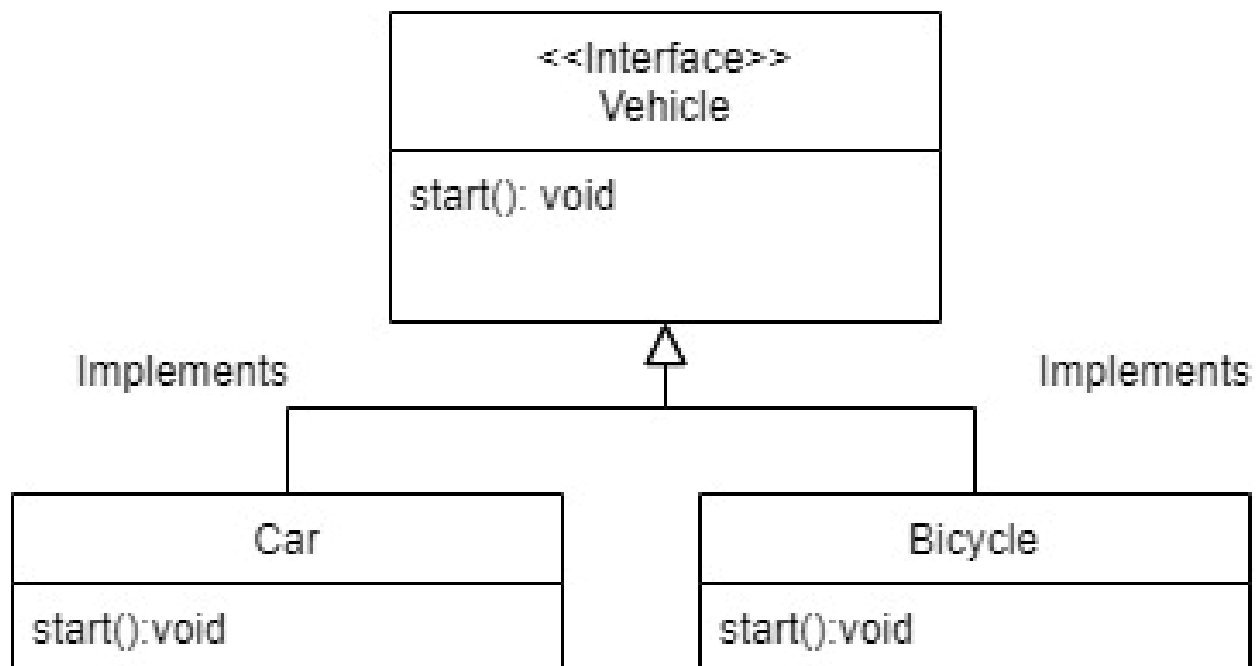
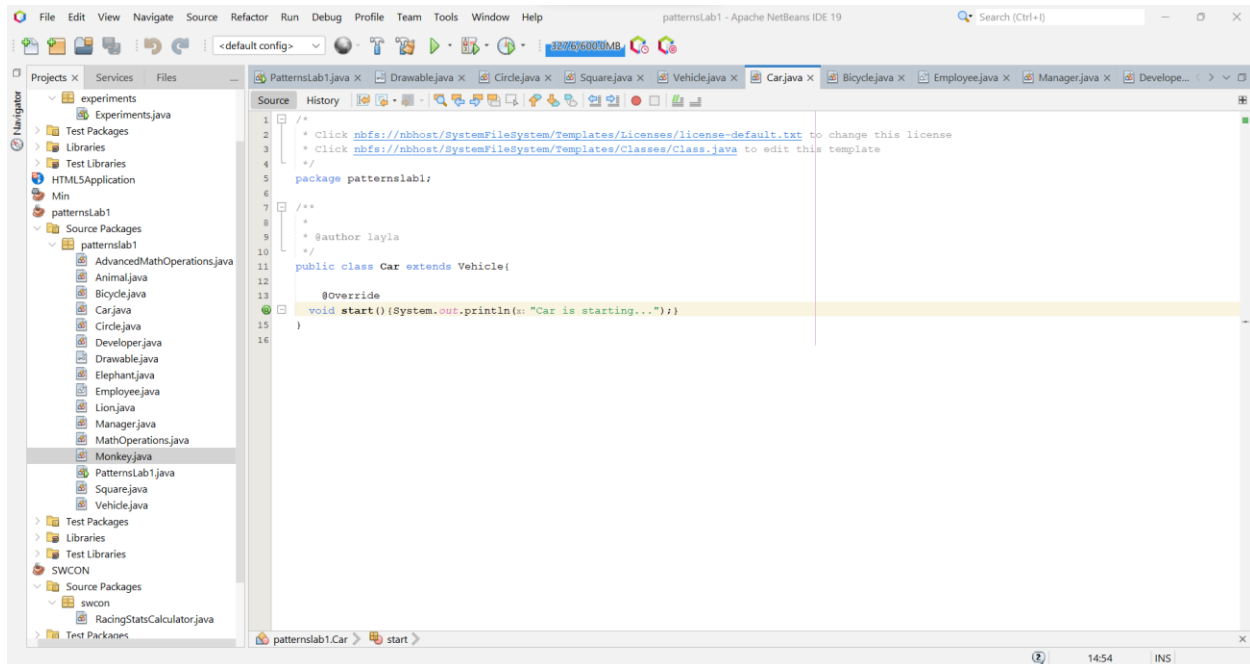
## Task 1:



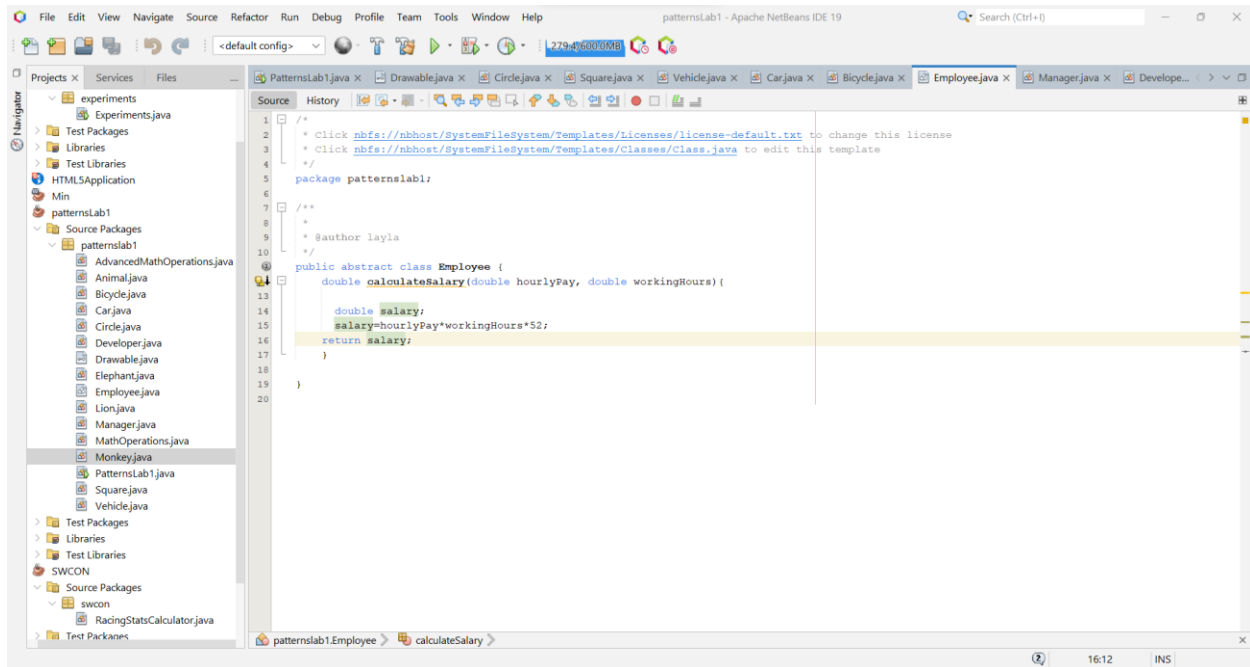


## Task 2:



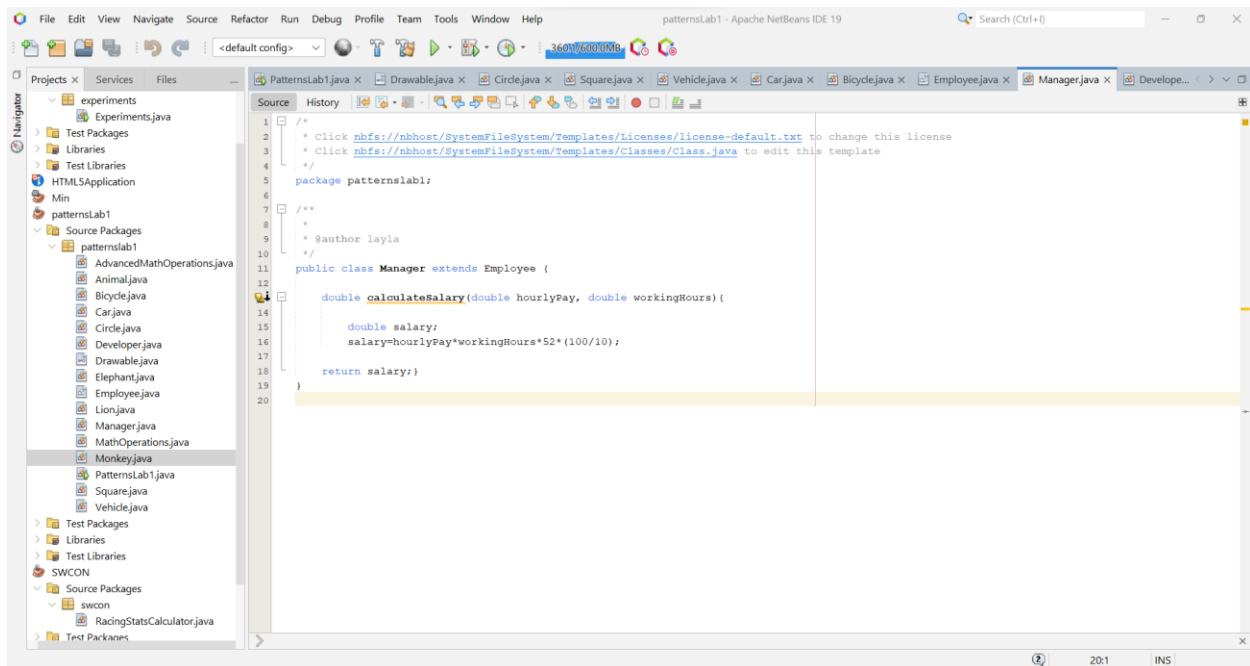


### Task 3:



The screenshot shows the Apache NetBeans IDE with the file `Employee.java` open. The code defines an abstract class `Employee` in the `patternslab1` package. It includes a `calculateSalary` method that takes `hourlyPay` and `workingHours` as parameters and returns a `double salary` calculated as `hourlyPay * workingHours * 52`.

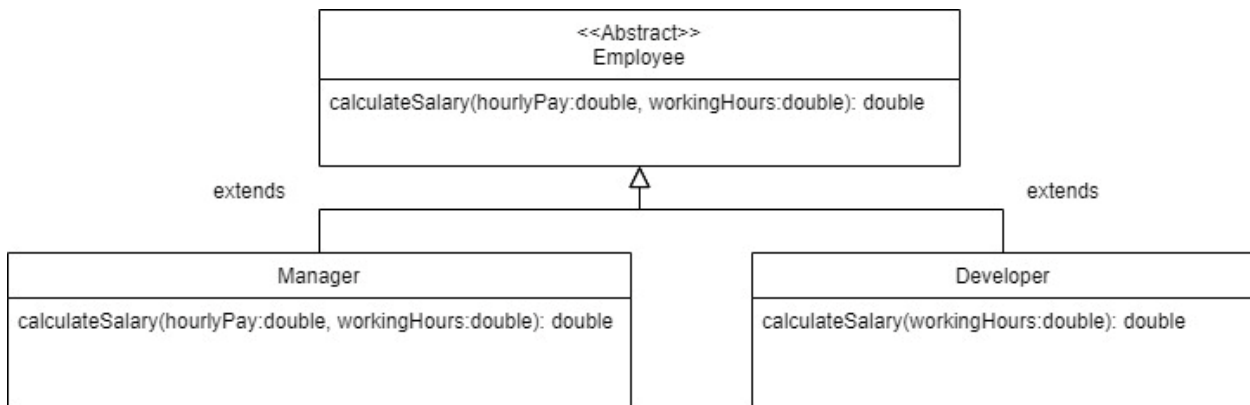
```
1  /*
2   * Click nbfs://nbhost/SystemFileSystem/Templates/Licenses/license-default.txt to change this license
3   * Click nbfs://nbhost/SystemFileSystem/Templates/Classes/Class.java to edit this template
4   */
5  package patternslab1;
6
7  /**
8   *
9   * @author layla
10 */
11 public abstract class Employee {
12     double calculateSalary(double hourlyPay, double workingHours) {
13
14         double salary;
15         salary=hourlyPay*workingHours*52;
16         return salary;
17     }
18 }
19
20
```



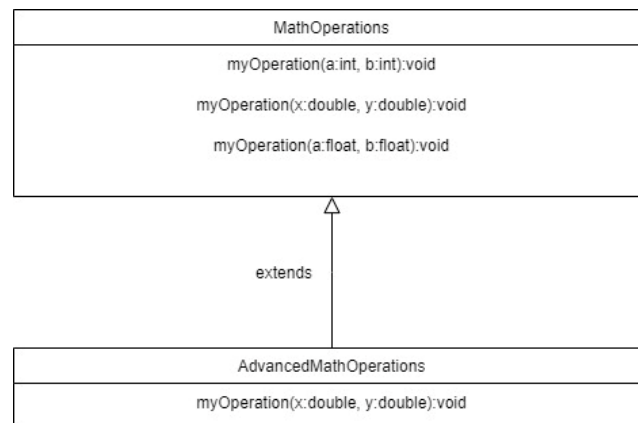
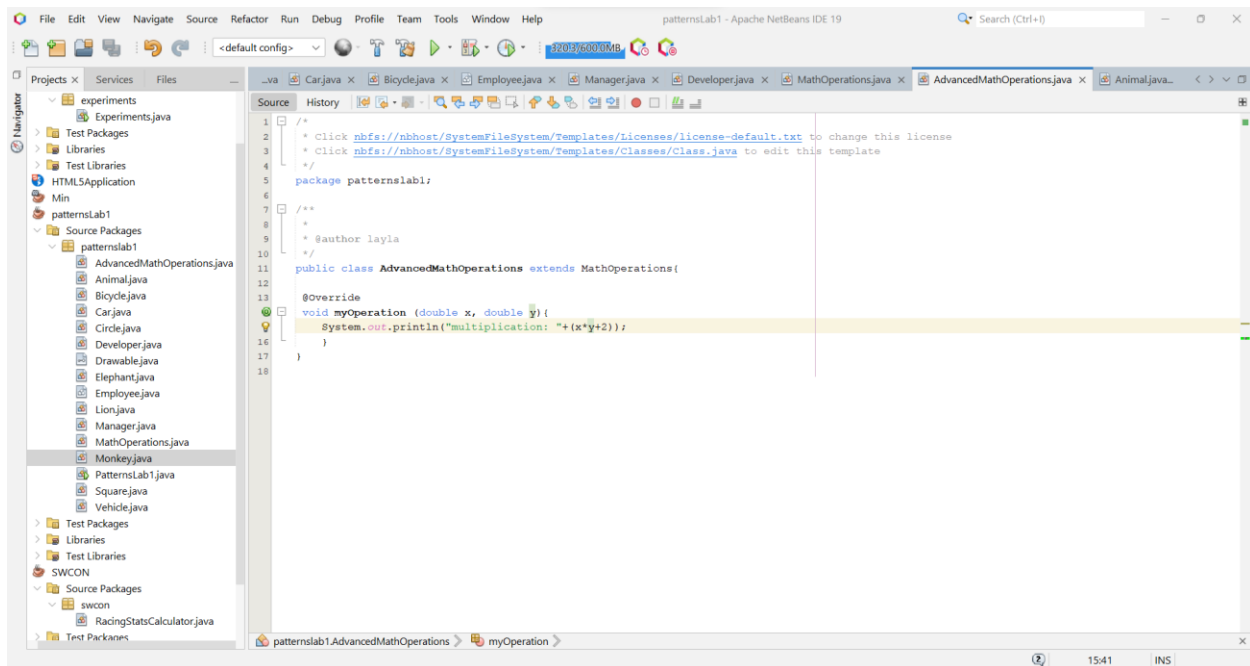
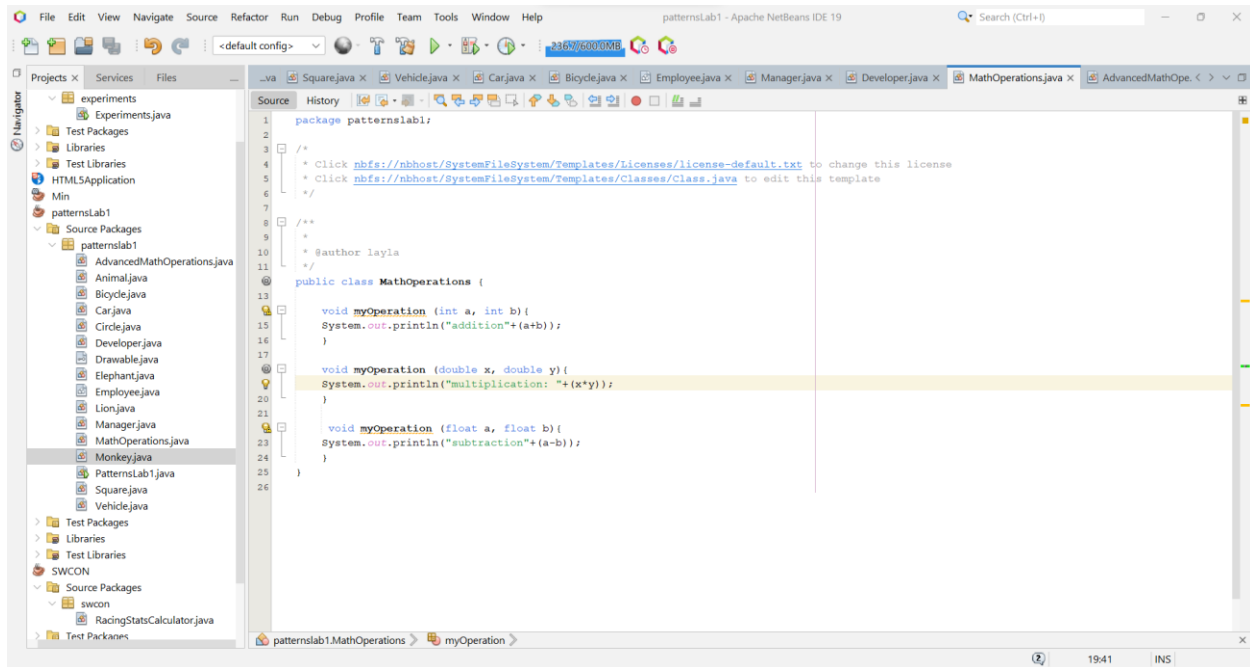
The screenshot shows the Apache NetBeans IDE with the file `Manager.java` open. The code defines a class `Manager` that extends the `Employee` class. It overrides the `calculateSalary` method, calculating the salary as `hourlyPay * workingHours * 52 * (100/10)`.

```
1  /*
2   * Click nbfs://nbhost/SystemFileSystem/Templates/Licenses/license-default.txt to change this license
3   * Click nbfs://nbhost/SystemFileSystem/Templates/Classes/Class.java to edit this template
4   */
5  package patternslab1;
6
7  /**
8   *
9   * @author layla
10 */
11 public class Manager extends Employee {
12
13     double calculateSalary(double hourlyPay, double workingHours) {
14
15         double salary;
16         salary=hourlyPay*workingHours*52*(100/10);
17         return salary;
18     }
19 }
20
```

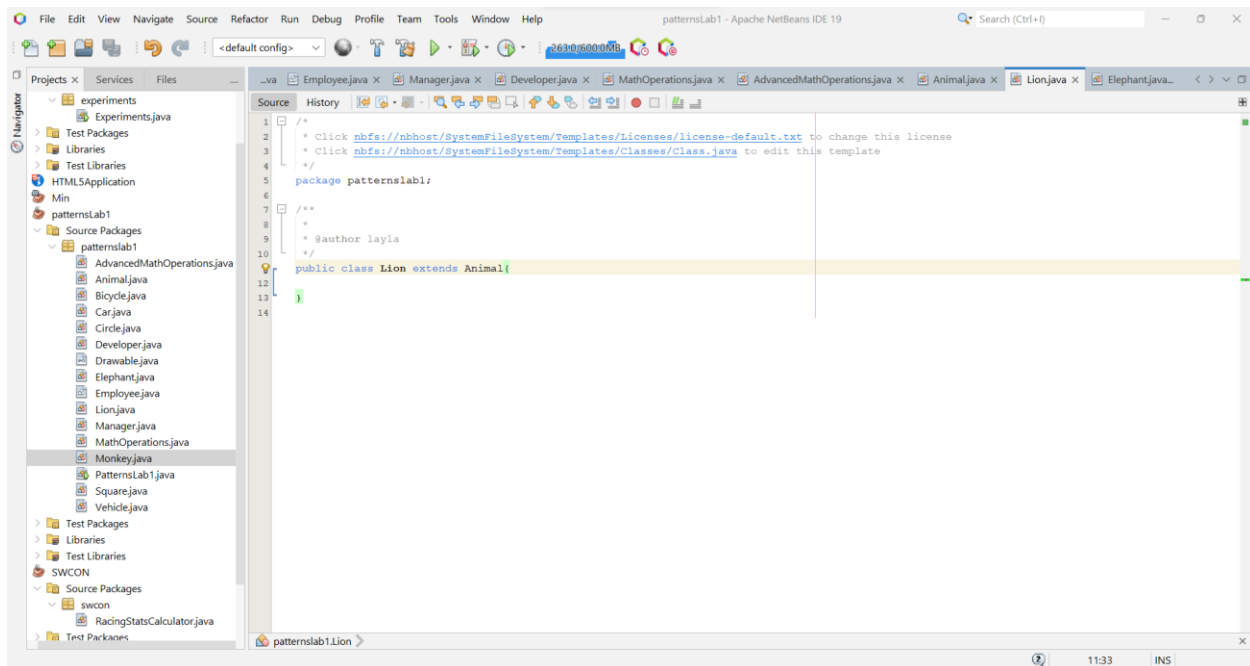
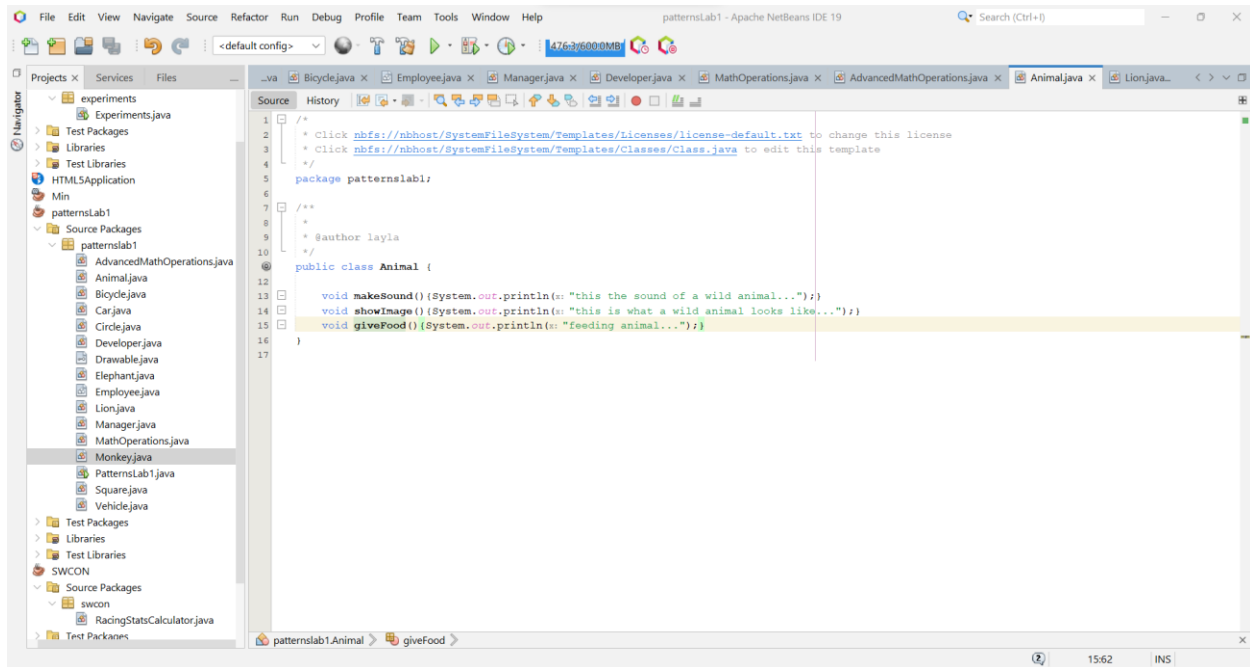
```
1  /*
2  * Click https://www.netbeans.org/licenses/1.6.0/ to change this license
3  * Click https://www.netbeans.org/licenses/1.6.0/ to edit this template
4  */
5  package patternslab1;
6
7  /**
8   *
9   * @author layla
10  */
11
12  public class Developer extends Employee {
13
14      double calculateSalary(double workingHours) {
15
16          double salary;
17          salary=7.25*workingHours*52;
18
19          return salary;
20      }
21  }
```



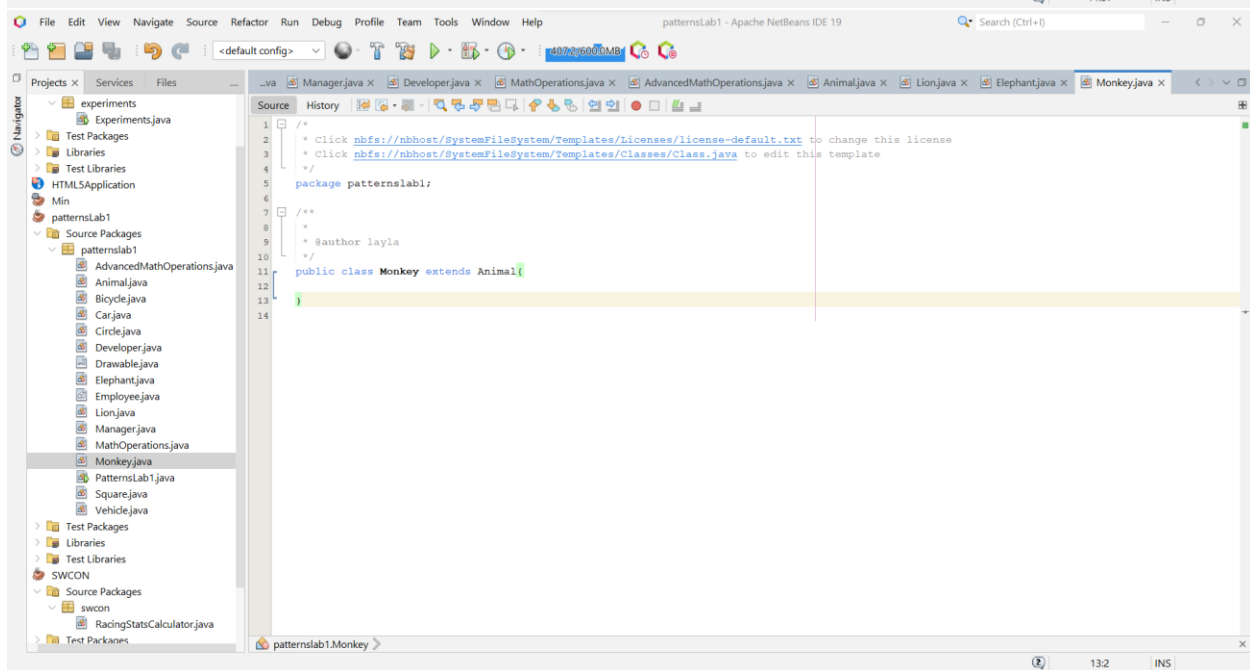
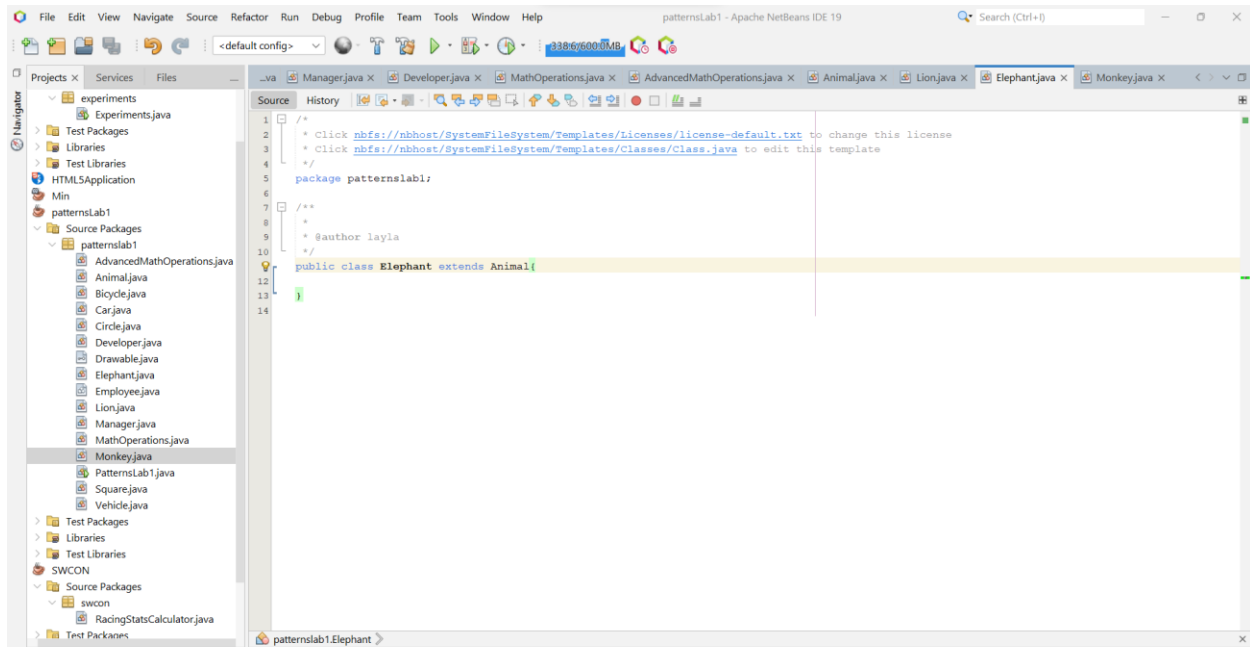
## Task 4:

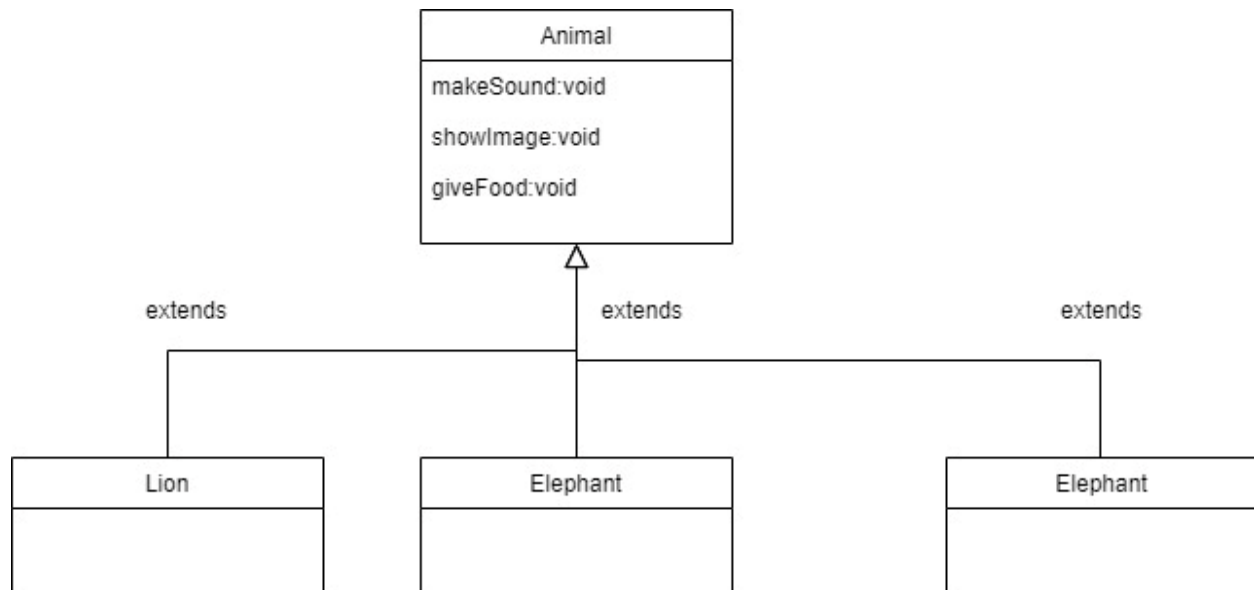


## Task 5:









Run for all tasks:

```
run:
task 1
drawing a circle
drawing a square
task 2
Car is starting...
Bicycle is starting...
Car is starting...
Bicycle is starting...
task 3
manager salary is: 43680.0
developer salary is: 3016.0
task 4
multiplication: 12.0
multiplication: 14.0
task 5
this the sound of a wild animal...
this is what a wild animal looks like...
feeding animal...
this the sound of a wild animal...
this is what a wild animal looks like...
feeding animal...
this the sound of a wild animal...
this is what a wild animal looks like...
feeding animal...
BUILD SUCCESSFUL (total time: 0 seconds)
```