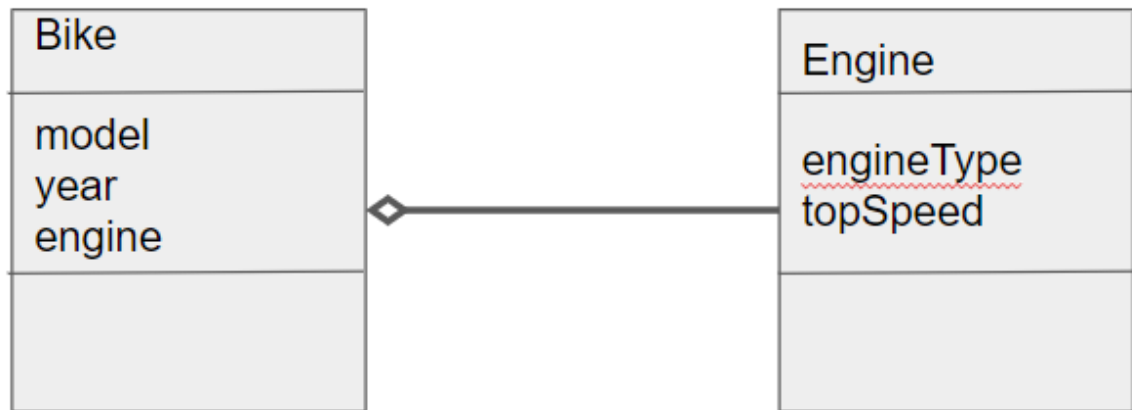
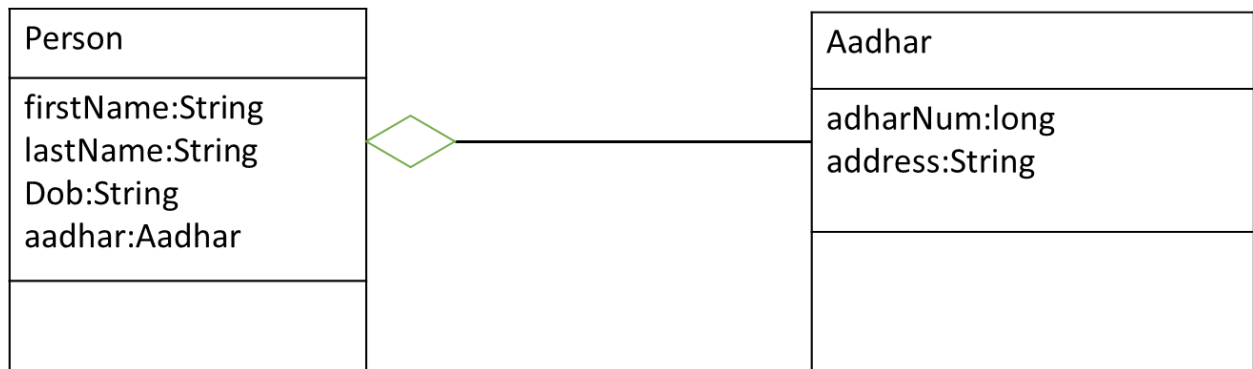


1. ONE TO ONE



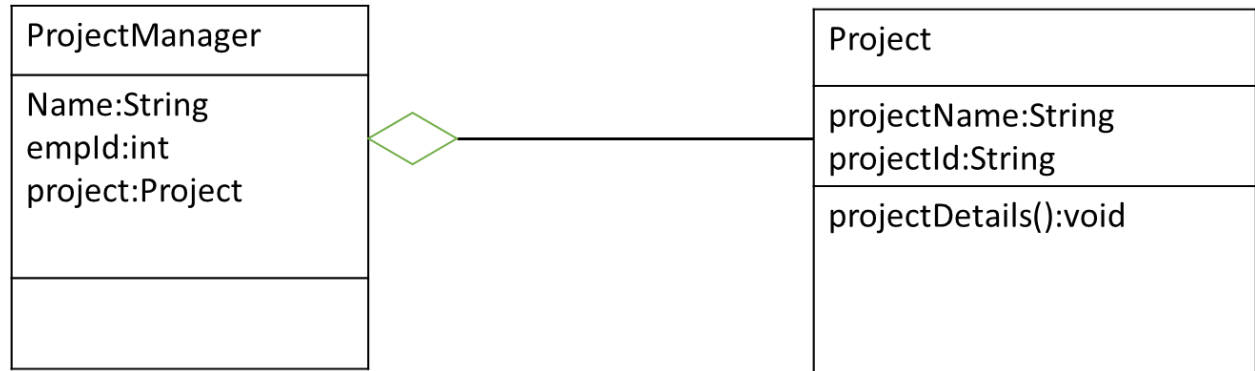
- Implement the given class diagram.
- Create a driver class
- Create an object for the engine and try to access the members of both Bike and Engine Classes.
- Create an object for the bike and try to access the members of both Bike and Engine Classes.

2.



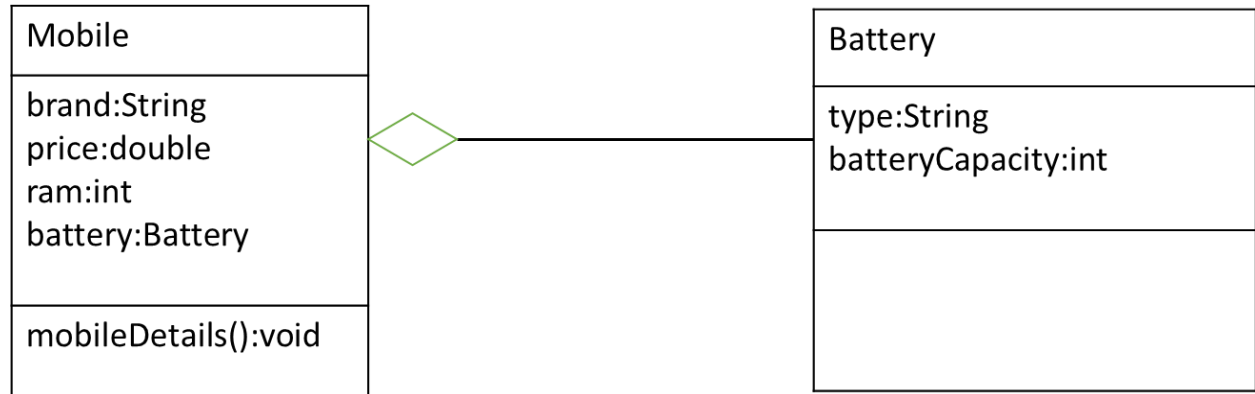
- Implement the given class diagram
- Create a Driver class
- Create an object for the Aadhar and access the members of Person class.
- Create an object for person class and access the members of Aadhar and person class

3.



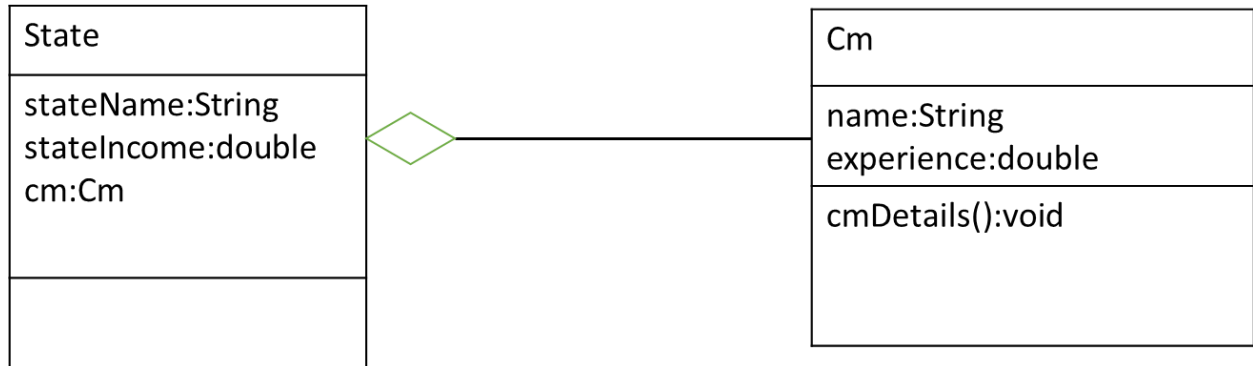
- Implement the given class diagram
- Create a driver class
- Create an object for ProjectManager
- Call the project details method

4.



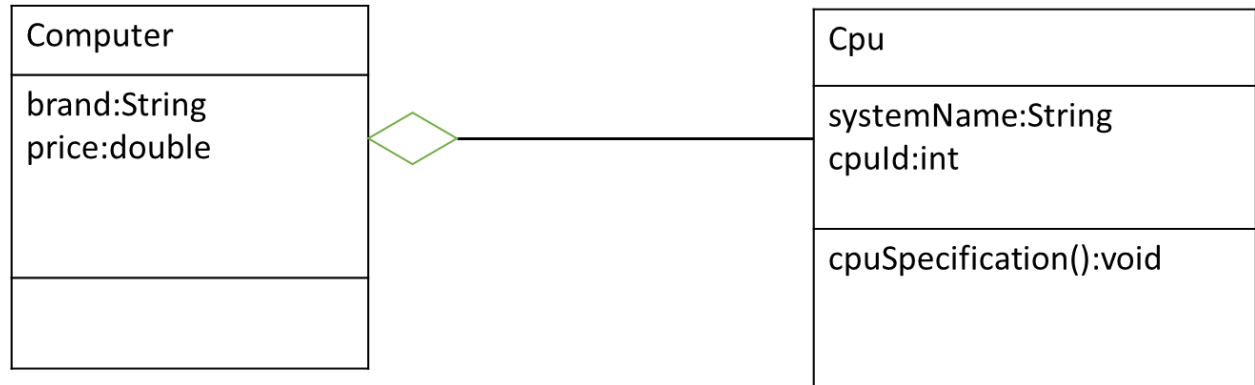
- Implement the given class diagram
- Create a driver class
- Call the `mobileDetails()` method
- Create an object for **Mobile** class
- Call the `mobileDetails()` method and print the details of **Battery** class
- Print the battery capacity

5.



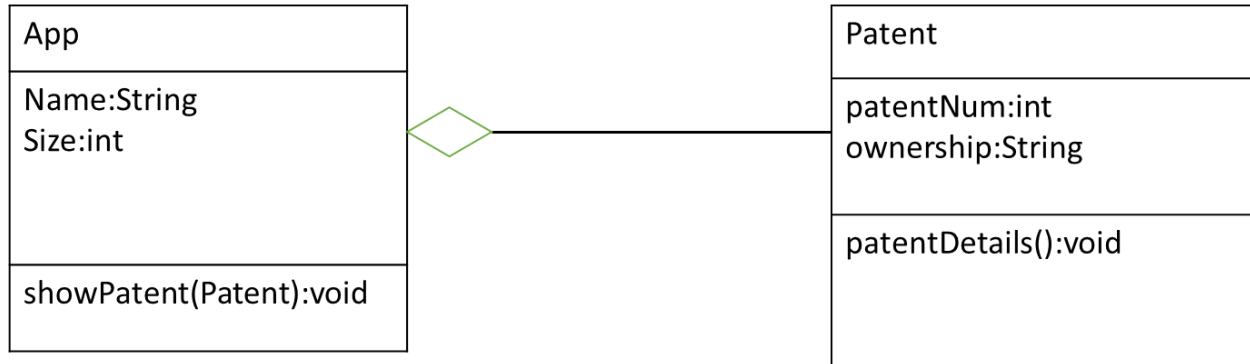
- Implement the given class diagram
- Create a driver class
- Create an object for State class
- Display the Cm details

6.



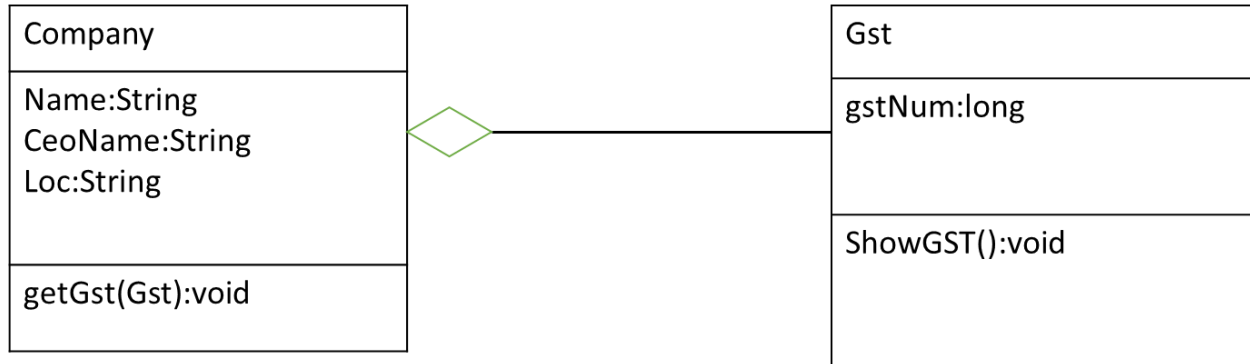
- Implement the given class diagram
- Create a driver class
- Create an object for computer class
- Display the CpuSpecification details

7.



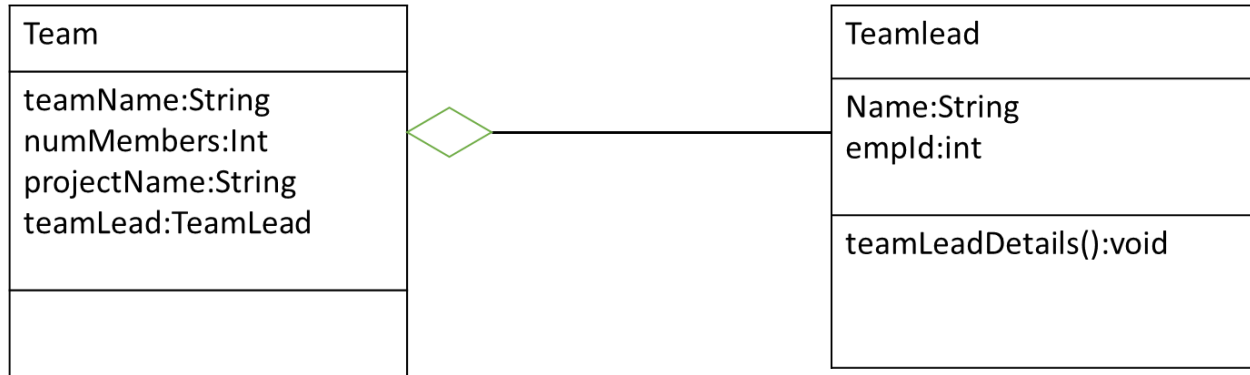
- Implement the given class diagram
- Create a driver class
- Create an array of application type and store 8 objects
- Find the smallest patent number in the given array of Application

8.



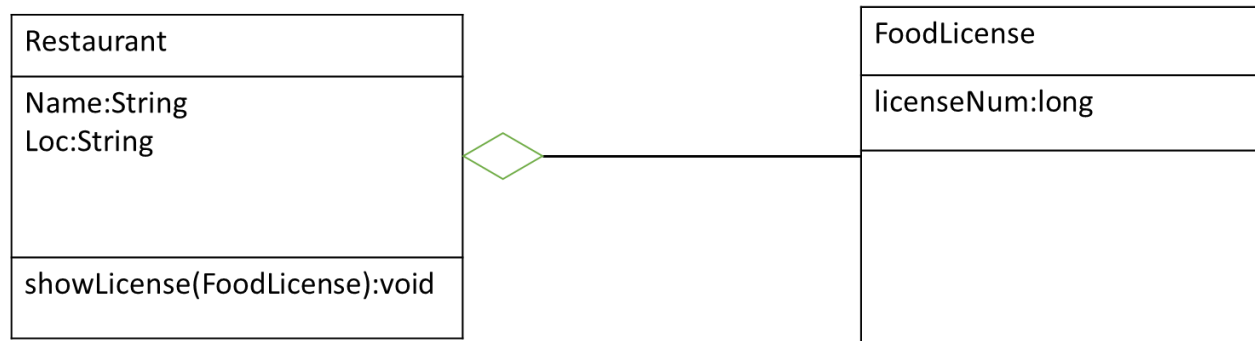
- Implement the given class diagram
- Create a driver class
- Create an array of size 5 and store company objects
- Sort all the companies gst number in ascending order and display

9.



- Implement the given class diagram
- Create a driver class
- Create an object for Team class
- Display all the details of the Team
- Call the `teamLeadDetails()` method

10.



- Implement the given class diagram
- Create a Driver class
- Create an object for Restaurant class
- Call the showLicense method which should display the licenseNum