1. Implement a method called `sumOfNumbersBetween()` that finds the sum of the numbers between two integer numbers including the two numbers. For example, `sumOfNumbersBetween(4, 7)` should return 22 (4+5+6+7). Put your codes in a file and call it NumberTools.java

2. Implement a method called `distanceBetween()` that finds the distance between two points. This method should have 4 parameters: the x and y value of the first point and the x and y value of the second point. For example if you wanted to find the distance between A (1, 2) and B (4, 6), you would use `distanceBetween(1,2,4,6)`. In this case the method should return 5. In case you forgot, the formula for the distance (d) between two points (x_1, y_1) and (x_2, y_2) is given below:

$$d = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$$

   Put your codes in the same file as the last question. (NumberTools.java)

3. Implement a class called Television that contains the following information: **brand, size, volume, channel, on**; where on indicates the current status of the television being on or off.
   Create a constructor for this Television class such that the constructor method signature is `Television(String brand, int size)`.
   Create two functions called `turnOn()` and `turnoff()` that controls the Television of being on or off.
   Create two functions called `turnUpVol()` and `turnDownVol()` to control the volume of the current television.
   Create a function `changeChannel(int newChannel)` that modifies which channel the Television is on. (Hint: the volume and channel of the Television can only be changed when it is on)
   Finally, override the default `toString()` method and make it return the desired information about this Television.
   Put your codes in a file and call it Television.java.