



## Java Lab Assignments 2

1. Write a Java program to create a class called "Person" with a name and age attribute. Create two instances of the "Person" class, set their attributes using the constructor, and print their name and age.
2. Write a Java program to create a class called "Dog" with a name and breed attribute. Create two instances of the "Dog" class, set their attributes using the constructor and modify the attributes using the setter methods and print the updated values.
3. Write a Java program to create a class called "Rectangle" with width and height attributes. Calculate the area and perimeter of the rectangle.
4. Write a Java program to create a class called "Circle" with a radius attribute. You can access and modify this attribute. Calculate the area and circumference of the circle.
5. Write a Java program to create a class called "Book" with attributes for title, author, and ISBN, and methods to add and
6. Write a Java program to create a class called "Employee" with a name, job title, and salary attributes, and methods to calculate and update salary.
7. Write a Java program to create a class called "Bank" with a collection of accounts and methods to add and remove accounts, and to deposit and withdraw money. Also define a class called "Account" to maintain account details of a particular customer.