1. Create a superclass, Figure which have its two instance variables length and breadth and a method area.Create a parametirized constructor to initialize instance variables. Create a subclass Triangle which inherits Figure. Here also create a method area which will calculate and display area of triangle. Create another subclass Rectangle which also inherits Figure. Here also create a method area which will calculate and display area of Triangle. Create appropiate objects to demostrate above inheritance.
2. Repeat above example by making the method area of class Figure **abstract.**
3. Create a superclass, Student, and two subclasses, Undergrad and Grad. The superclass Student should have the following data members: name, ID, grade, age, and address. The superclass, Student should have at least one method: boolean isPassed (double grade). The purpose of the isPassed method is to take one parameter, grade (value between 0 and 100) and check whether the grade has passed the requirement for passing a course. In the Student class this method should be empty as an abstract method. The two subclasses, Grad and Undergrad, will inherit all data members of the Student class and override the method isPassed. For the UnderGrad class, if the grade is above 70.0, then isPassed returns true, otherwise it returns false. For the Grad class, if the grade is above 80.0, then isPassed returns true, otherwise returns false.





