1. Create a class for the Tip Top Bakery named Bread with data fields for bread type

(such as “rye”) and calories per slice. Include a constructor that takes parameters

for each field, and include get methods that return the values of the fields. Also

include a public final static String named MOTTO and initialize it to The staff of

life.Write an application named TestBread to instantiate three Bread objects with

different values, and then display all the data, including the motto, for each object.

Save both the Bread.java and TestBread.java files. (edited)

2. a. Create a class named Circle with fields named radius, diameter, and area.

Include a constructor that sets the radius to 1 and calculates the other two values.Also

include methods named setRadius()and getRadius(). The setRadius() method

not only sets the radius, it also calculates the other two values. (The diameter of a circle

is twice the radius, and the area of a circle is pi multiplied by the square of the radius.

Use the Math class PI constant for this calculation.) Save the class as Circle.java.

b. Create a class named TestCircle whose main() method declares several Circle

objects. Using the setRadius() method, assign one Circle a small radius value,

and assign another a larger radius value. Do not assign a value to the radius of the

third circle; instead, retain the value assigned at construction. Display all the

values for all the Circle objects. Save the application as TestCircle.java.