**Task 01.**

Create a java program in which you are suppose to create person information program. Create a class with name person with four variable id, name, gender, and age and the create three methods setData, displayData, and compareAge. By using setData method you have to initialize the variable of class and by using displayData you have to display data and by using compareAge method you have to compare age of two person and return true or false.



**Task 02.**

Create a java program in which you are suppose to create person information program. Create a class with name person with four variable id, name, gender, and age and three constructors first default, and second which takes four arguments (id, name, gender, age) and third one which takes two arguments (id, name) and other two will be initialized by default, and then create three methods setData, displayData, and compareAge. By using setData method you have to initialize the variable of class and by using displayData you have to display data and by using compareAge method you have to compare age of two person and return true or false.



**Task 03.**

Create a java program in which you are suppose to create a simple calculator. Create a class name with name calculator in which you have to delare three variables number1, number2, and operator then create default constructor and perameterized constructor in perameterized constructor you have to perform all the calculations and then you have to create two methods getData and setData in setData you have to set the data and in getData you have to perform all the calculations and then print the result.

**Note: You have to take input from user in main and then pass to the constructor and method.**



**Task 04.**

Create a java program in which you are supossed to create a class with name Account with three variables name, account id, and balance and then create a constructor in which you have initialize you all the values and then create a deposite method for deposite money in which you have to take balance from client then and add balance into previous amount and then create other method for withdraw money in which takes the amount and then check whether amount is sufficient or not. If it is sufficient then print any sweetable message and then ask whether he or she wants to continue or exit the program.



**Task 5.**

Create a java program in which you are suppose to create a vehicle class with three variables manufacture id, brand, address then create default and perameterized constructor, and then create three method setData, getData and displayData. You have to initialize setData with three arguments and initialize them, and in getData you have to take input from user to initialize variables of class, while in displayData you have to display information.

Create second class with name car which will be inherited from the vehicle class. In this class you have to initialize other veriable like car id, car model, car color and car price, then create default and perameterized constuctor, and then create three same methods to override them.

Create third class with name truck which will be inherited from the vehicle class. In this class you have to initialize other veriable like truck id, truck model, truck color and truck price, then create default and perameterized constuctor, and then create three same methods to override them.

Create fourth class with name Bus which will be inherited from the vehicle class. In this class you have to initialize other veriable like truck id, truck model, truck color and truck price, then create default and perameterized constuctor, and then create three same methods to override them.

