1. 4.1. 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. 4.2. Write a Java program to create a class called "Student" with a name, grade, and courses attributes(list), and methods to add and remove courses.
3. 4.3. Write a Java program to create a class called "Library" with a collection of books and methods to add and remove books.
4. 4.4. 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.