1. Write a Java program to create an interface Shape with the getArea() method. Create three classes Rectangle, Circle, and Triangle that implement the Shape interface. Implement the getArea() method for each of the three classes.
2. Write a Java program to create an interface Drawable with a method draw() that takes no arguments and returns void. Create three classes Circle, Rectangle, and Triangle that implement the Drawable interface and override the draw() method to draw their respective shapes.
3. Write a Java program to create an interface Resizable with methods resizeWidth(int width) and resizeHeight(int height) that allow an object to be resized. Create a class Rectangle that implements the Resizable interface and implements the resize methods.
4. Write a Java program to create an interface Flyable with a method called fly\_obj(). Create three classes Spacecraft, Airplane, and Helicopter that implement the Flyable interface. Implement the fly\_obj() method for each of the three classes. (output last point of flying in second)