```
1.
// Book.java
public class Book {
  private String title;
  private String author;
  private int yearPublished;
  // Constructor to initialize attributes
  public Book(String title, String author, int yearPublished) {
    this.title = title;
    this.author = author;
    this.yearPublished = yearPublished;
  }
  // Main method to create and display Book objects
  public static void main(String[] args) {
    Book book1 = new Book("To Kill a Mockingbird", "Harper Lee", 1960);
    Book book2 = new Book("1984", "George Orwell", 1949);
    System.out.println("Book 1: " + book1.title + " by " + book1.author + " (" +
book1.yearPublished + ")");
    System.out.println("Book 2: " + book2.title + " by " + book2.author + " (" +
book2.yearPublished + ")");
}
2. // Student.java
public class Student {
  private String name;
  private int age;
  private String major;
  // Constructor to initialize all fields
  public Student(String name, int age, String major) {
    this.name = name;
    this.age = age;
    this.major = major;
  }
  // Method to print student information
  public void printStudentInfo() {
    System.out.println("Student Name: " + name);
    System.out.println("Age: " + age);
    System.out.println("Major: " + major);
```

```
}
  // Main method to create and display Student object
  public static void main(String[] args) {
    Student student = new Student("Alice", 21, "Computer Science");
    student.printStudentInfo();
  }
}
3. // Shape.java
abstract class Shape {
  protected String name;
  // Constructor to initialize name
  public Shape(String name) {
    this.name = name;
  }
  // Abstract method to calculate area
  public abstract double calculateArea();
}
// Circle.java
class Circle extends Shape {
  private double radius;
  // Constructor to initialize name and radius
  public Circle(String name, double radius) {
    super(name);
    this.radius = radius;
  }
  // Implement calculateArea() for Circle
  @Override
  public double calculateArea() {
    return Math.PI * radius * radius;
}
// Rectangle.java
class Rectangle extends Shape {
  private double length;
  private double width;
```

```
// Constructor to initialize name, length, and width
  public Rectangle(String name, double length, double width) {
    super(name);
    this.length = length;
    this.width = width;
  }
  // Implement calculateArea() for Rectangle
  @Override
  public double calculateArea() {
    return length * width;
  }
}
// Main method to create instances of Circle and Rectangle
public class Main {
  public static void main(String[] args) {
    Shape circle = new Circle("Circle", 5.0);
    Shape rectangle = new Rectangle("Rectangle", 4.0, 6.0);
    System.out.println(circle.name + " Area: " + circle.calculateArea());
    System.out.println(rectangle.name + " Area: " + rectangle.calculateArea());
  }
}
4. // Car.java
public class Car {
  private String brand;
  private String model;
  private int year;
  // Default constructor
  public Car() {
    this.brand = "Unknown";
    this.model = "Unknown";
    this.year = 2000;
  }
  // Constructor with brand and model, year set to 2024 by default
  public Car(String brand, String model) {
    this.brand = brand;
    this.model = model;
    this.year = 2024;
```

```
}
  // Constructor with brand, model, and year
  public Car(String brand, String model, int year) {
    this.brand = brand;
    this.model = model;
    this.year = year;
  }
  // Main method to create and display Car objects
  public static void main(String[] args) {
    Car car1 = new Car();
    Car car2 = new Car("Tesla", "Model S");
    Car car3 = new Car("Ford", "Mustang", 2023);
    System.out.println("Car 1: " + car1.brand + " " + car1.model + " (" + car1.year + ")");
    System.out.println("Car 2: " + car2.brand + " " + car2.model + " (" + car2.year + ")");
    System.out.println("Car 3: " + car3.brand + " " + car3.model + " (" + car3.year + ")");
 }
}
```