1. Create a class Student with name and age fields. Create a constructor to initialize these fields and display them.
2. Create a class Rectangle with length and breadth. Use:
   * A default constructor to assign default values.
   * A parameterized constructor to assign user-defined values.
3. Demonstrate constructor overloading with a class Car that has:
   * A default constructor
   * A constructor with one parameter (model)
   * A constructor with two parameters (model, year)
4. Create a class Employee with fields id, name, salary, and create multiple constructors to initialize:
   * Only id and name
   * id, name, and salary
5. Create a class Book with variables title and price. Use this keyword to resolve naming conflicts in a constructor.

Write a method setDetails(String name, int pages) inside a class Book. Use this keyword to assign the values.  
  
  
  
Create a class Calculator and overload the add() method to:

* Add two integers
* Add three integers
* Add two double values

Create a class Printer and overload the print() method to:

* Print an integer
* Print a string
* Print a float

Create a class AreaCalculator and overload a method calculateArea() to calculate:

* Area of square
* Area of rectangle
* Area of circle (use method overloading with different parameter lists)

Create a class BankAccount with a method deposit(). Overload this method for:

* Depositing cash
* Depositing via cheque
* Depositing via online transfer

Create a class Vehicle with method move(). Override the method in Car and Bike  
  
Create a superclass Shape with method draw(). Override the method in Circle, Square, and Triangle.