Write an abstract class ‘**Instrument’** which will have abstract method ‘**play’**, ‘**adjust’** & concrete method ‘**compose’**.

Use the abstract class ‘Instrument’ to create class ‘**Guitar’**, ‘**Keyboard’** & ‘**Violin’**.

Create instance (object) of every classes invoking(calling) every method. The method will print any message with ‘Instrument name’ and ‘Purpose’,

**N.B.** Run the instrumentTester for output.