

1. Consider the following class:

```
public class Student {
    private String    name;
    private long      id;
    private float      midterm;
    private float      finalExam;

    public Student(String name, long id) {
        this.name = name;
        this.id = id;
    }
    public void setMidterm (float midterm) {
        this.midterm = midterm;
    }
    public void setFinal (float finalExam) {
        this.finalExam = finalExam;
    }
    public double getExamAverage() {
        return (this.midterm + this.finalExam) / 2.0;
    }
    public String toString(){
        return name + "," + id + "," + midterm + "," + finalExam;
    }
}
```

Write a complete Java program that first creates an instance of the Student class with the following attributes:

name: Jeff Johnson, student id: 55212, midterm grade: 75.8, final exam grade: 82.5

Then uses instance methods to:

- output all the attributes
- calculate and output the average exam grade

2. Consider the following interface:

```
public interface Area {  
    public double getArea();  
}
```

Write a complete class, named Square, that implements this interface.

The Square class will maintain two double attributes: length and width.

In addition to implementing the interface, you should include suitable accessor, mutator and toString methods.