Q1.

Class Patient

{ private String name;

private int age;

private int BP;

private int blood\_sugar;

private int weight;

private String gender;

public String getname()

{ return name; }

Public void setname(String name)

{ this.name=name }

Public int getage()

{ return age; }

public void setage(int age)

{ this.age=age }

Public int getbp()

{ return bp; }

public void setbp(int bp)

{ this.bp=bp }

Public int getblood\_sugar()

{ return blood\_sugar; }

public void setblood\_sugar(int blood\_sugar)

{ this.blood\_sugar=blood\_sugar }

Public int getweight()

{ return weight; }

public void setweight(int weight)

{ this.weight=weight }

Public String getgender()

{ return gender; }

public void setgender(int gender)

{ this.gender=gender }}

Class patientInfo

{ public static void main(String args[])

}}

Q2.

Class CPU

{

Private void motherboard;

Private void integratedchips;

Public void CDdrives;

Public void Flopydisck;

}

Q3.

Class Media;

{

}

Public class mediainfo

{

Media.newreader=new Media();

Media.audience=new Media();

Media.information=new information();

}

Information is static object.

Q4.

Calculator is the parent class and Standard and Scientific are the child class. Standard barrows functions like addition, subtraction, multiplication and division from parent class whereas Scientific class barrows same functions like Standard additionally It barrows some scientific calculation functions.

Q5.

Interface Fly

{ public void flying();

}

Class Superman interface Fly

{

}

Class Aeroplane interface Fly

{

}

Class Bird interface Fly

{

}

Class Missile interface Fly

{

}

s