1. Write a method that overloads the talk method by taking in a name and printing “Hello” with that name.
2. Create an interface named Test that has a void talk method and void walk method.
3. Create an interface named AnimalEat and AnimalTravel. And create a class Animal which implements above two interfaces.
4. Write an object oriented programming to find the area and perimeter of the rectangle.
5. Write an object oriented programming to find the area and perimeter of the circle.
6. How do you achieve multiple inheritance in java? Give a suitable example for it.
7. Write a program to print the area of a rectangle by creating a class named 'Area' having two methods. First method named as 'setDim' takes length and breadth of the rectangle as parameters and the second method named as 'getArea' returns the area of the rectangle. Length and breadth of the rectangle are entered through the keyboard.
8. Create a class named 'Student' with String variable 'name' and integer variable 'roll_no'. Assign the value of roll_no as '2' and that of name as "John" by creating an object of the class Student.
9. Assign and print the roll number, phone number and address of two students having names "Sam" and "John" respectively by creating two objects of class 'Student'.
10. Write a program to print the area and perimeter of a triangle having sides of 3, 4 and 5 units by creating a class named 'Triangle' without any parameter in its constructor.
11. Write a program to print the area of two rectangles having sides (4,5) and (5,8) respectively by creating a class named 'Rectangle' with a method named 'Area' which returns the area and length and breadth passed as parameters to its constructor.
12. Write a program to print the area of a rectangle by creating a class named 'Area' taking the values of its length and breadth as parameters of its constructor and having a method named 'returnArea' which returns the area of the rectangle. Length and breadth of the rectangle are entered through the keyboard.
13. Print the average of three numbers entered by the user by creating a class named 'Average' having a method to calculate and print the average.
14. Print the sum, difference and product of two complex numbers by creating a class named 'Complex' with separate methods for each operation whose real and imaginary parts are entered by the user.

15. Write a program that would print the information (name, year of joining, salary, address) of three employees by creating a class named 'Employee'. The output should be as follows:

Name	Year of joining	Address
Robert	1994	64C- Wall Street
Sam	2000	68D- Wall Street
John	1999	26B- Wall Street

16. Add two distances in inch-feet by creating a class named 'AddDistance'.