**Design and implement a class called** Vehicle**.**

1. **This class has ONLY two fields (**name**,** fuel**).**
2. **This class must have a non-default constructor (initializes ONLY one argument:** name**)**
3. **This class has ONLY three methods called** setFuel**,** getFuel **and** describe**; this method prints a general description of a vehicle.**

**Design and implement the following classes as well:**

1. **Engine**
2. **Wheel**

**The above classes have ONLY:**

1. **two fields called** size **and** brand
2. **a non-default constructor initializing all the fields.**
3. **the get and set methods for all the fields.**

**Design and implement the following classes that are derived from (or inherit)** Vehicle **class.**

1. **Car**
2. **Bicycle**

**Car has ONLY:**

1. **three fields (**colour**,** engine, wheel**)**
2. **Nine methods:** getName, setName, getColour, setColour, getWheel, setWheel, getEngine, setEngine and describe**; this method prints a general description of a car.**
3. **One non-default constructor that can initialize** Wheel **and** Engine**.**

**Bicycle has ONLY:**

1. **two fields (**Colour**,** Engine**)**
2. **Seven methods:** getName, setName, getColour, setColour, getWheel, setWheel and describe**; this method returns a general description of a car.**
3. **A non-default constructor that can initialize** Wheel**.**

**Create a tester class and create only one car object and one bicycle object.**

**Please note that you are not allowed to have any other method or field other than what has been required above in the classes.**