

Question 1: Create a Dart class called Rectangle that represents a rectangle. The class should have attributes for the length and width. Additionally, create a method called calculateArea that calculates and returns the area of the rectangle.

Question 2: Create a Dart class called Student that represents a student's information. The class should have variables for the student's name, age(private), and GPA(private). Implement setters and getters for each private variable to ensure that the age is between 18 and 25, and the GPA is between 0 and 4.

Question 3: Create a Dart class called BankAccount that represents a simple bank account. The class should have private variables for the account holder's name and balance. Implement setters and getters for the balance variable to ensure that it cannot be set to a negative value.