1. Write a java program to perform the concept of method overriding for calculating simple interest of 3 banks A, B, C. Using dynamic method dispatch Bank A’s rate of interest-10%, Bank’s B rate of interest-9%, Bank’s C rate of interest-7%.
2. \*

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1. The length and breadth of a rectangle and radius of a circle are input through the keyboard. Write a program to calculate the area and perimeter of the rectangle, and the area and circumference of the circles.
2. The marks obtained by a student in 5 different subjects are input through the keyboard. The student gets a division as per the following rules:

**Percentage above or equal to 75 – Honors**

**Percentage above or equal to 60 – First Division**

**Percentage between 50 and 59 – Second Division**

**Percentage between 40 and 49 – Third Division**

**Percentage less than 40 – Fail**

Write a program to calculate the division obtained by the student.

1. Create a class Account with two overloaded constructors. First constructor is used for initializing, name of account holder, account number and initial amount in account. Second constructor is used for initializing name of account holder, account number, addresses, type of account and current balance. Account class is having methods Deposit(), Withdraw(), and Get\_Balance(). Make necessary assumption for data members and return types of the methods. Create objects of Account class and use them