

1. Implement a Java program to create a class called as “**Number**” with a data member called limit. A class called as “**Compute**” inherits this class and has a method called “**secLargest**” to display the second largest of an array of numbers. The limit for the array should be used from the “**Number**” class.
2. Implement a Java program to read a number in a file called “**input.txt**”. Read that number from the file and display Fibonacci series up to that limit in another file called “**output.txt**”.
3. Implement a Java program to generate the layout given below. When the user enters numbers in the text fields labelled Number1 and Number2 and clicks on the button labelled Calculate the larger of the two numbers must be displayed in the text field labelled Result.

The diagram shows a Java Swing window with a blue border. Inside the window, there are three text input fields and one button. The first two input fields are at the top, side-by-side, with labels 'Number1' and 'Number2' centered below them. Below these, on the left, is the label 'Result' followed by a third text input field. At the bottom center of the window is a button labeled 'Calculate'.