1. Create an ArralyList of objects of type **Rectangle**. The length of the ArryaList should be provided by the user. Then iterate over the ArrayList and display the length, width, area and perimeter of each object of type **Rectangle** in the ArrayList.

2. Write a class that would iteratively take a String from the user and add it to an ArrayList until the user provides an empty String (i.e., when the user just hits the enter button without typing any text). It should display all the added Strings to the ArrayList.

3. Create a class that would take integers from the user and add them to an ArrayList of the wrapper class **Integer**, until the user provides the value 0. Once the user provides 0 as input, the program should display all the values added to the list along with the average of the values.

4. Write a program to create an ArrayList of random integers (wrapper class **Integer**). The list should contain **N** integers, where **N** is provided by the user as input. It should compute and display the average of the elements in the list.