1. Write a Scala program that creates a class called Person with properties like name, age and country. Implement methods to get and set properties.

2. Write a Scala program that creates a subclass Student that extends the Person class. Add a property called grade and implement methods to get and set it.

3. Write a Scala program that creates an object MathUtils with a static method factorial that calculates the factorial of a given number.

4. Write a Scala program that creates an abstract class Shape with an abstract method area. Implement subclasses Rectangle and Circle that override the area method.

5. Write a Scala program that creates a class BankAccount with properties accountNumber and balance. Implement methods to deposit and withdraw money from the account.

6. Write a Scala program that creates a class Employee with properties like name, age, and designation. Implement a method to display employee details.

7. Write a Scala program that creates a class Car with properties like make, model, and year. Implement a method to display car information.

8. Write a Scala program that creates a class Animal with properties name and sound. Implement a method makeSound that prints the animal's sound.

9. Write a Scala program that creates a class Triangle with properties side1, side2, and side3. Implement a method isEquilateral to check if the triangle is equilateral.

10. Write a Scala program that creates a trait Resizable with a method resize that changes the size of an object. Implement a class Rectangle that extends the Resizable trait.