**Java Lab Assignments 2**

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**1.** Write a Java program to create a class called "Person" with a name and age attribute. Create two instances of the "Person" class, set their attributes using the constructor, and print their name and age.

**2.** Write a Java program to create a class called "Dog" with a name and breed attribute. Create two instances of the "Dog" class, set their attributes using the constructor and modify the attributes using the setter methods and print the updated values.

**3.** Write a Java program to create a class called "Rectangle" with width and height attributes. Calculate the area and perimeter of the rectangle.

**4.** Write a Java program to create a class called "Circle" with a radius attribute. You can access and modify this attribute. Calculate the area and circumference of the circle.

**5.** Write a Java program to create a class called "Book" with attributes for title, author, and ISBN, and methods to add and

**6.** Write a Java program to create a class called "Employee" with a name, job title, and salary attributes, and methods to calculate and update salary.

**7.** Write a Java program to create a class called "Bank" with a collection of accounts and methods to add and remove accounts, and to deposit and withdraw money. Also define a class called "Account" to maintain account details of a particular customer.