1. Below are a **Buyable** interface and a **BulkItem** class. BulkItem is supposed to represent an item that is being purchased in bulk. For example it could represent someone buying three pounds of flour. Make changes to BulkItem so that it implements the Buyable interface. The price for the bulk item should be the unitPrice times the quantity.

```
public interface Buyable {
      public double getPrice();
}
```

```
public class BulkItem {
      String name;
      double unitPrice;
      double quantity;

      public BulkItem(String n, double up, double q) {
            name = n;
            unitPrice = up;
            quantity = q;
      }

      public String toString() {
            return "Name=" + name + " Unit Price=" + unitPrice + "
                  Quantity=" + quantity;
      }




}
```

2. Write a client that instantiates a bulk item, using a Buyable reference for the object, and then prints the price of it.