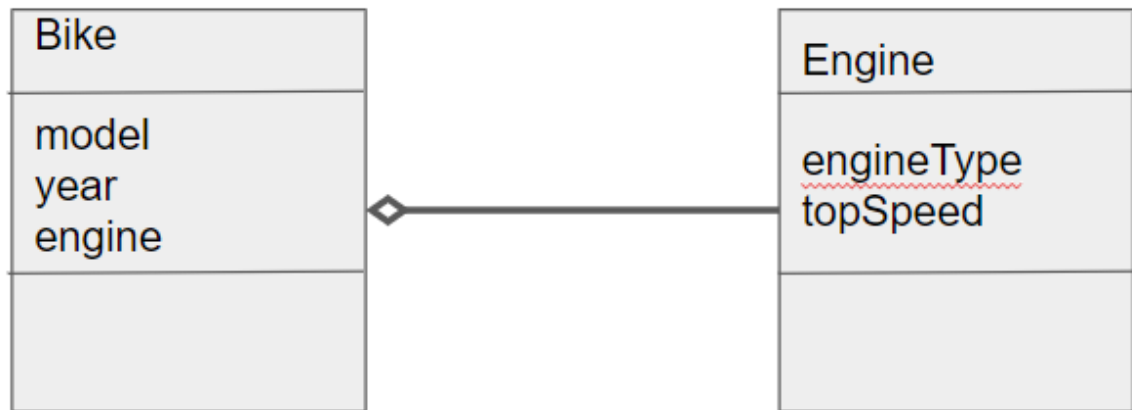
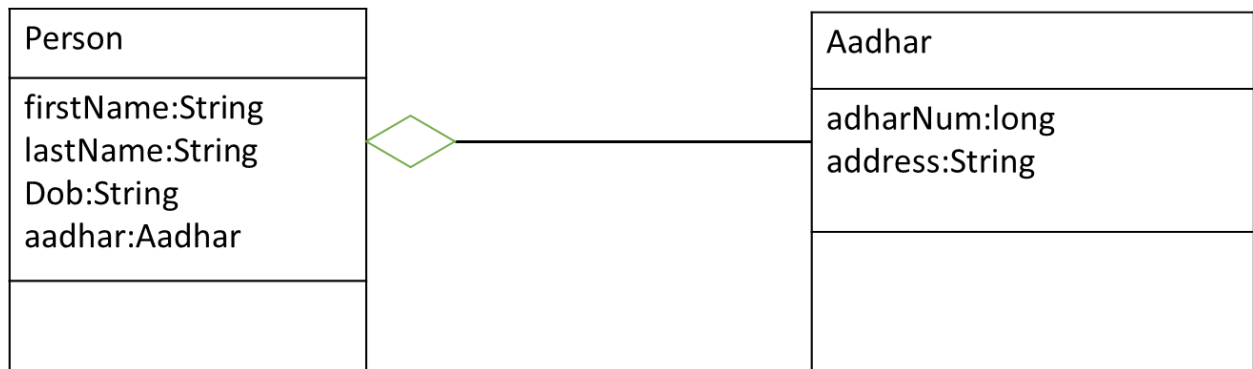


1. ONE TO ONE



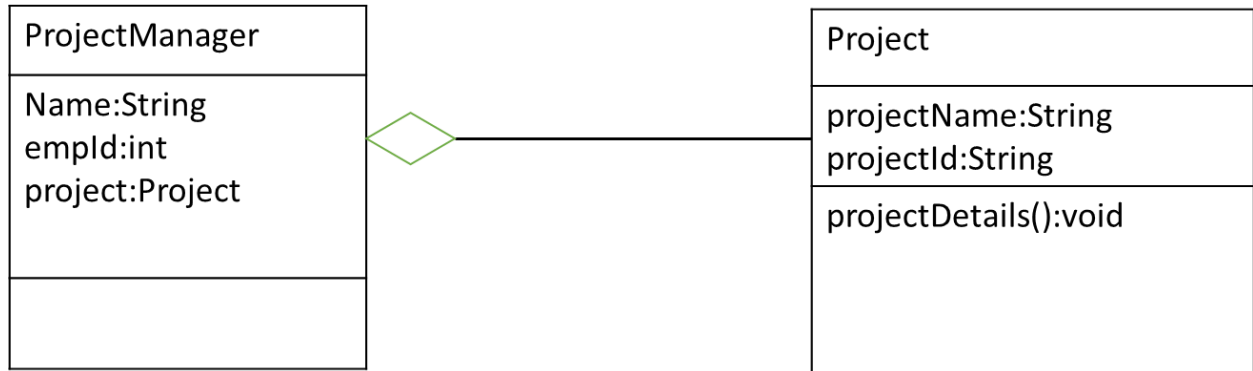
- Implement the given class diagram.
- Create a driver class
- Create an object for the engine and try to access the members of both Bike and Engine Classes.
- Create an object for the bike and try to access the members of both Bike and Engine Classes.

2.



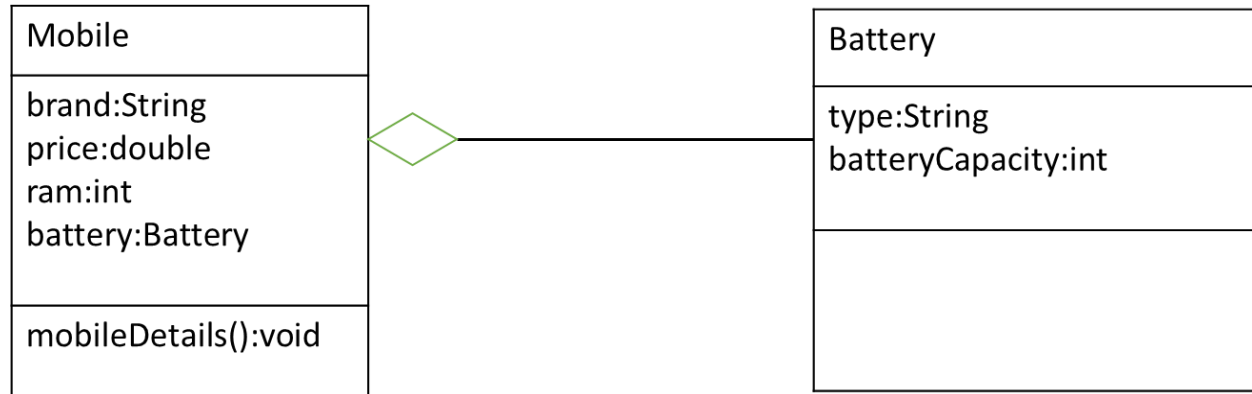
- Implement the given class diagram
- Create a Driver class
- Create an object for the Aadhar and access the members of Person class.
- Create an object for person class and access the members of Aadhar and person class

3.



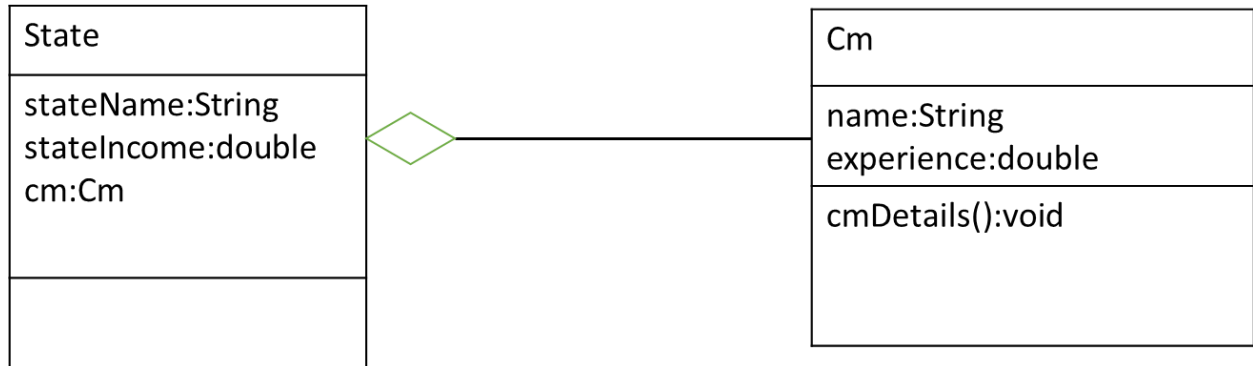
- Implement the given class diagram
- Create a driver class
- Create an object for ProjectManager
- Call the project details method
- Create an object for Project class and call the projectDetails method

4.



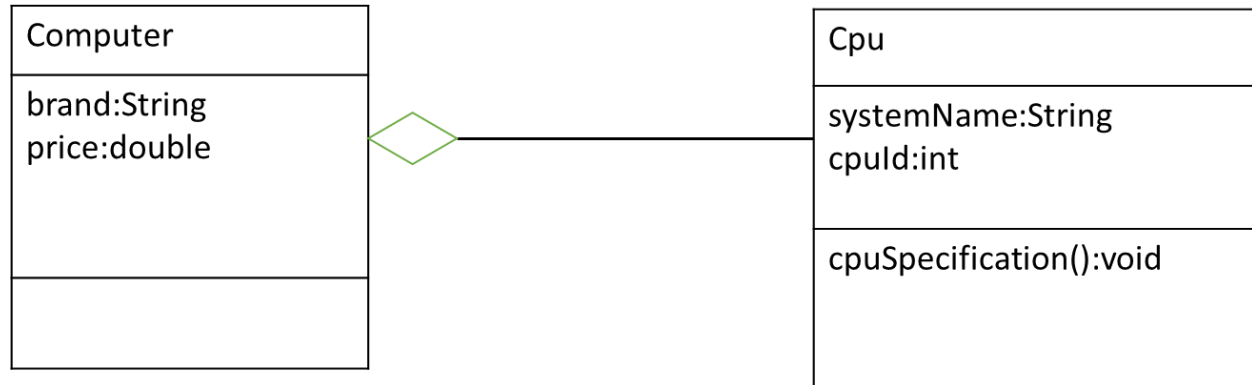
- Implement the given class diagram
- Create a driver class
- Create an object for Battery
- Call the `mobileDetails()` method
- Create an object for Mobile class
- Call the `mobileDetails()` method and print the details of Battery class

5.



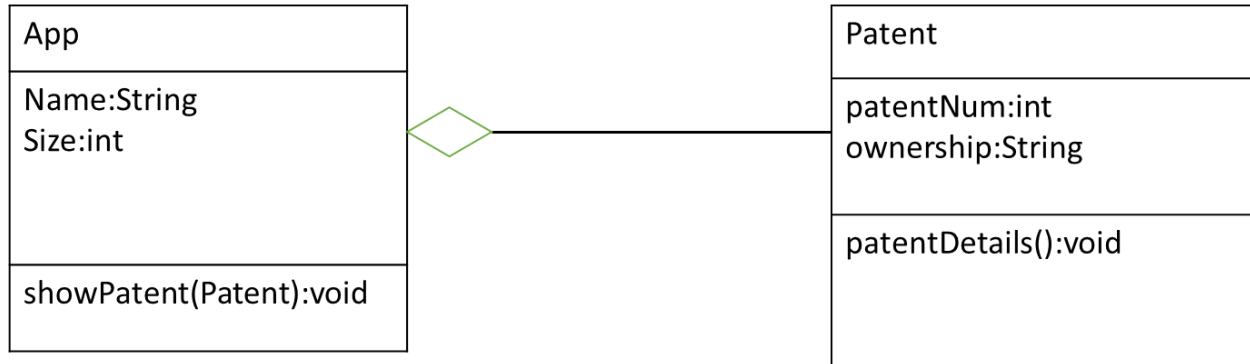
- Implement the given class diagram
- Create a driver class
- Create an object for State class
- Display the Cm details

6.



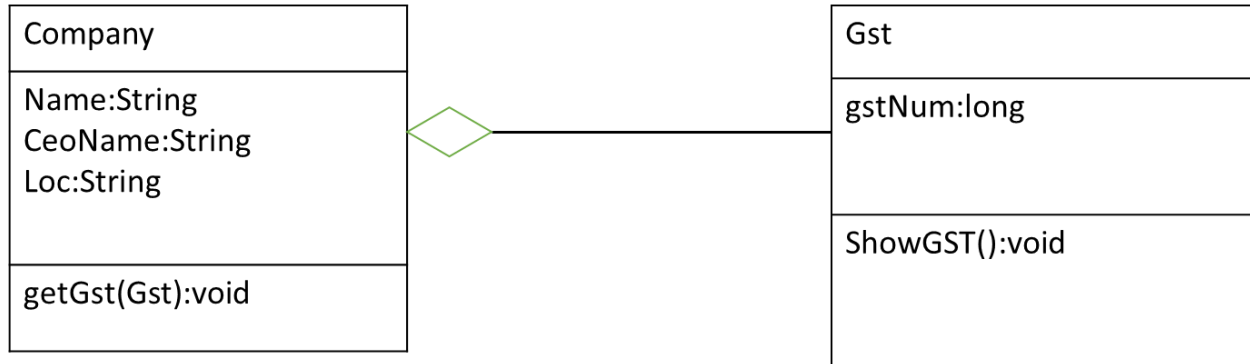
- Implement the given class diagram
- Create a driver class
- Create an object for State class
- Display the Cm details

7.



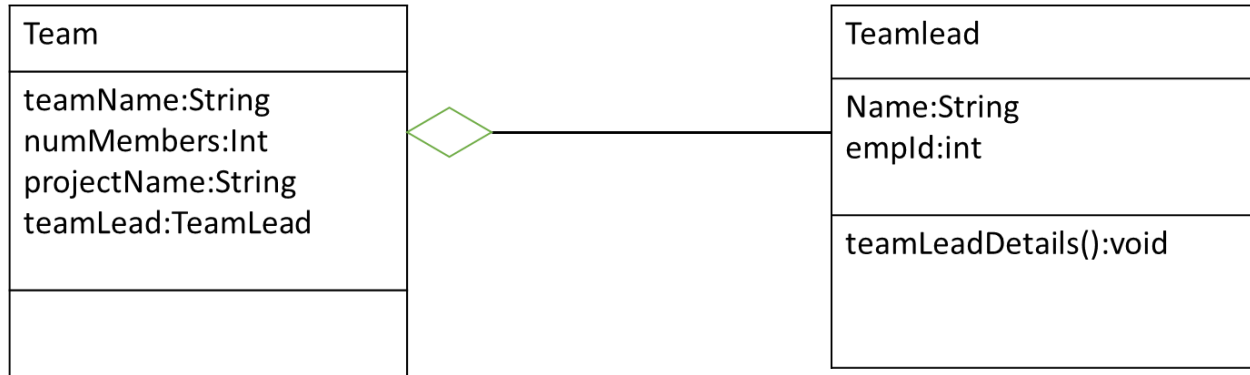
- Implement the given class diagram
- Create a driver class
- Create an object for App
- Call the showPatent method which should internally call patentDetails()

8.



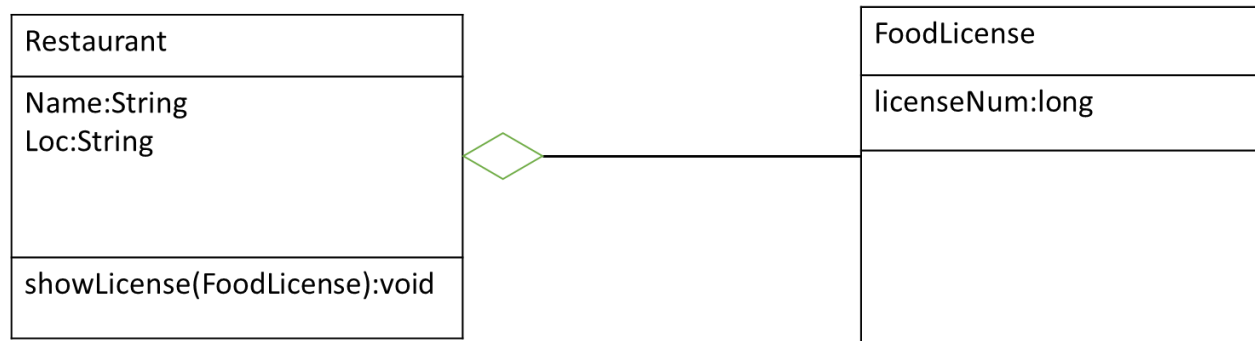
- Implement the given class diagram
- Create a driver class
- Create an object for Company
- Call the `getGst` method which should internally call `showGST()`

9.



- Implement the given class diagram
- Create a driver class
- Create an object for Team class
- Display all the details of the Team
- Call the `teamLeadDetails()` method

10.



- Implement the given class diagram
- Create a Driver class
- Create an object for Restaurant class
- Call the `showLicense` method which should display the `licenseNum`