1. Write a sample programs using data types
2. Write a sample programs using access modifiers
3. Write a sample program for addition of two numbers.
4. Write a program using methods with return type and without return types and use instance methods and static methods
5. write a sample program using methods with parameters and without parameters

6)write a sample program for default constructor and provide default values for the variable

7)write a default constructor and print some message in the console

8)write a sample program for parameterized constructor

9)write a sample program for constructor overloading