**OOP Quiz 1-A**

**Question#1 [3 Marks]:** What is ByteCode? Explain how it is generated, and what it is used for.

**Question#2 [3 Marks]:** Create a class diagram for a **WaterBottle**. Think of at least 4 properties and 2 functionalities that it can have. Include the default and parameterized constructors in your class diagram.

**Quesiton#3 [4 Marks]:** Write JAVA code for your above class diagram. Your code should have proper encapsulation, and implementation of the constructors. In your main function, create an array of three water bottles with different attributes, using the constructors that you have made. You can use the back side for this question.