Read the class notes and develop the programs.
Program 01:

Write a Program on OOPs to define Product class properties and behaviour.

properties :
productId : int
productName : String
productPrice : double

Initialize these properties with the help of Methods using Scanner class not by using Object reference.

behavior:
setProductData() : public void
getProductInfo() : public void

Program 02:

Write a Program on OOPs to define Employee class properties and behaviour.

properties :
employeeId : int
employeeName : String
employeeSalary : double

Initialize these properties with the help of Methods using Scanner class not by using Object reference.

behavior:
setEmployeeData() : public void
getEmployeeData() : public void

Note : Create two more programs based on your imagination