1. Write a class *Square* which has a field *sideLength*. For this class write two methods: one for calculating area and one for calculating perimeter.
2. Write a class *Circle* which has a field *radius*. For this class write two methods: one for calculating area and one for calculating perimeter.
3. Declare a class *Student* with the following properties: *name*, *age* and 2 methods *setData* and *getAge*. Create 2 objects of type *Student* and display the average age. Method *setData* should have 2 parameters which will be used to give values to *Name* and *Age*.

void setData (String n, int a)

{

name = n;

age = a;

}

1. Implement a class *Point* with 3 *private* properties of type *integer*: *x, y, z*. Create setter and getter methods for these properties. Create a class *UsePoint* which contains *main* method, inside this method instantiate an object of type *Point* and display its properties.
2. Add for class *Point* a constructor with 3 parameters (*x, y, z*) which will initialize values for data fields. Use the constructor in *UsePoint*. Do the same with a constructor which accepts 2 parameters (*x* and *y*).
3. Create a class *Employee* with:

* *private* property *tariffPerHour* of type *double* and default value *5.5*
* *public* property *hours* of type *int*
* method *getSalary* which returns *tariffPerHour\*hours*
* getter method for *tariffPerHour*

Create a class *UseEmployee* which contains *main* method, inside this method instantiate an object of type *Employee* and display tariff per hour and salary of the employee.

1. Create a class *Manager* which inherits from *Employee* and has a method *getSalary* that will add 50 % bonus to *Employee*’s salary. Inside *UseEmployee* instantiate an object of type *Manager*, display tariff per hour and salary of the manager.
2. In abstract class *GraphicObject* add an abstract method *area* which will be implemented by classes *Circle* and *Rectangle*. Instantiate objects of type *Circle* and *Rectangle* and display their areas.