1. Write a Java program that demonstrates the use of constructor chaining to initialize objects of a class hierarchy for different types of food (e.g., pizza, burger, sandwich). The program should allow the user to create objects of each food type and set their properties (e.g., toppings, condiments) using different constructor chaining techniques.
2. Create a Java program that demonstrates the use of constructor chaining to initialize objects of a class hierarchy for different types of clothing (e.g., shirt, pants, dress). The program should allow the user to create objects of each clothing type and set their properties (e.g., color, size) using different constructor chaining techniques.
3. Write a Java program that demonstrates the use of constructor chaining to initialize objects of a class hierarchy for different types of buildings (e.g., house, apartment, office). The program should allow the user to create objects of each building type and set their properties (e.g., number of floors, number of rooms) using different constructor chaining techniques.
4. Create a Java program that demonstrates the use of constructor chaining to initialize objects of a class hierarchy for different types of animals (e.g., cat, dog, bird). The program should allow the user to create objects of each animal type and set their properties (e.g., breed, color) using different constructor chaining techniques.
5. Write a Java program that demonstrates the use of constructor chaining to initialize objects of a class hierarchy for different types of vehicles (e.g., car, motorcycle, truck). The program should allow the user to create objects of each vehicle type and set their properties (e.g., make, model) using different constructor chaining techniques.