Assignment 6

Given example for Marker and functional interface.

Marker Interface:

```java
package Section2;

interface Serializable{

}

class Square implements Serializable{
    private int area;

    void setArea(int side) {
        this.area = side*side;
    }
    int getArea() {
        return this.area;
    }
}
public class Assignment6 {

    public static void main(String[] args) {
        // TODO Auto-generated method stub
        Square s = new Square();
        s.setArea(2);
        System.out.println(s.getArea());
    }

}
```

Functional interface:

```java
package Section2;

abstract interface Drawable {
	void draw();
}

class Circle implements Drawable{
	public void draw() {
		System.out.println("Circle is drawn");
	}
}

class Rectangle implements Drawable{
	public void draw() {
		System.out.println("Rectangle is drawn");
	}
}

public class Assignment5 {

	public static void main(String[] args) {
		// TODO Auto-generated method stub
		Drawable d1 = new Circle();
		Drawable d2 = new Rectangle();
		d1.draw();
		d2.draw();
	}

}
```