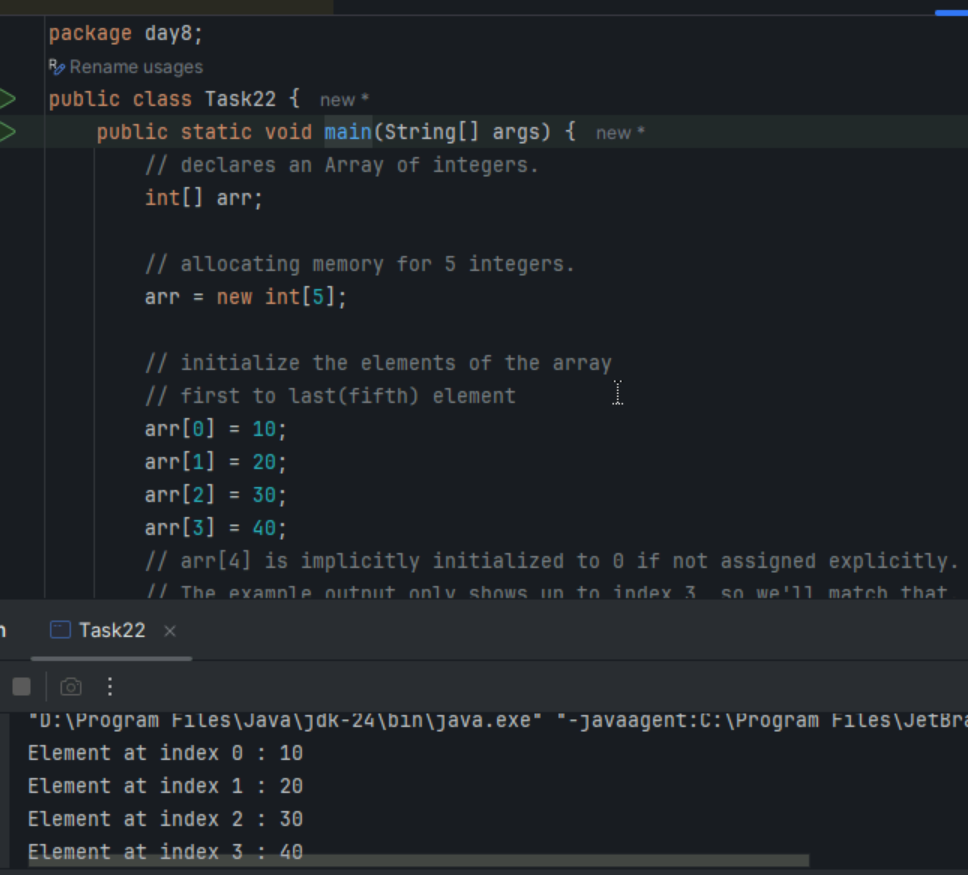
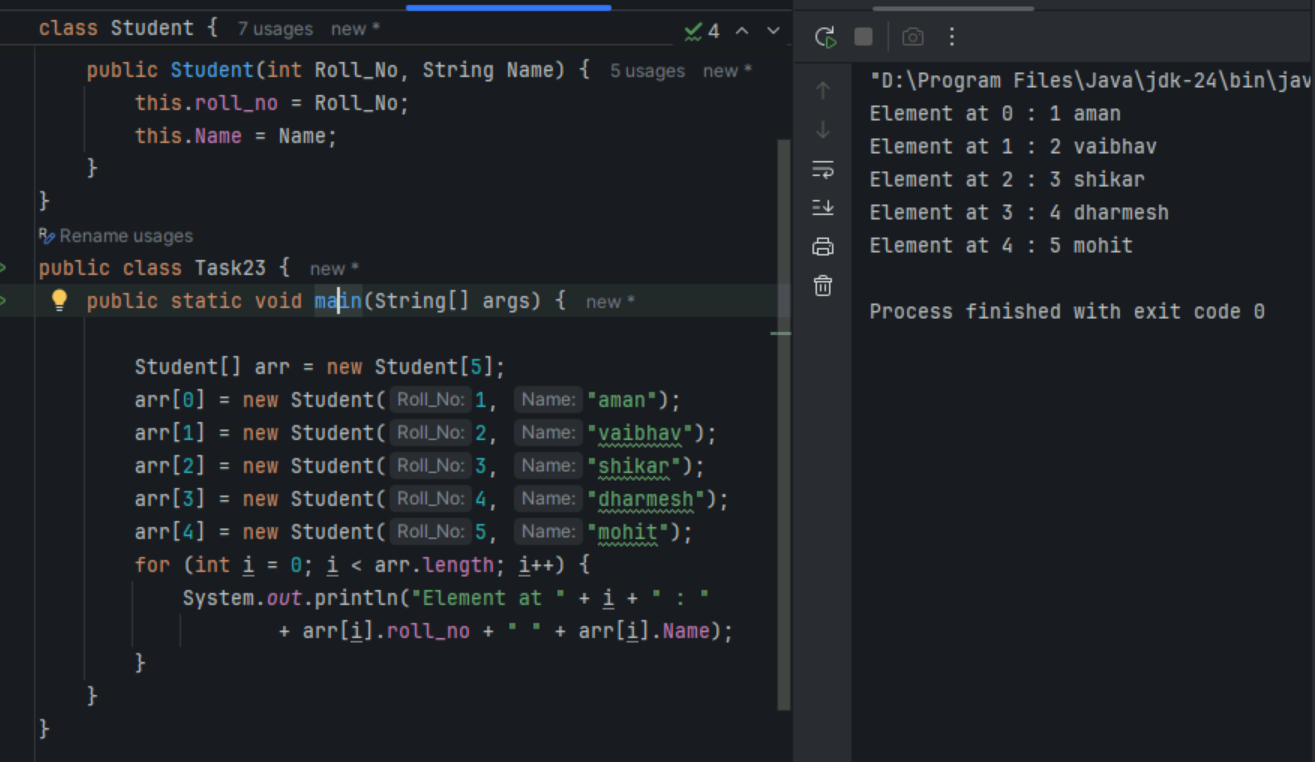


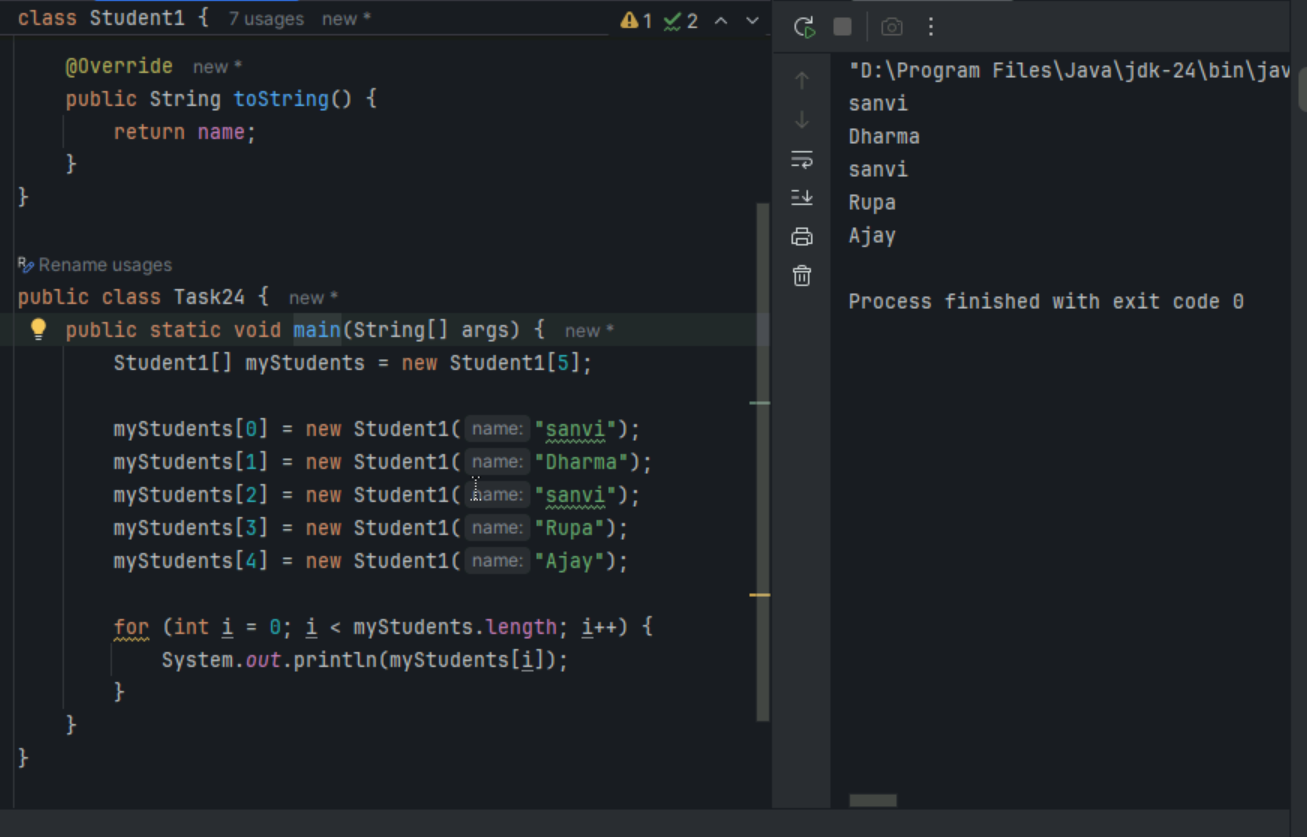
**TASK2**



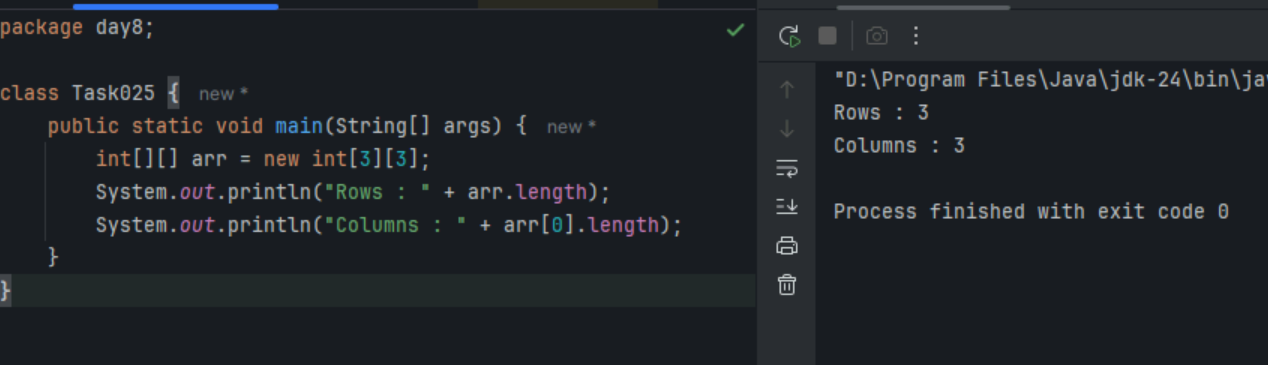
**TASK3**



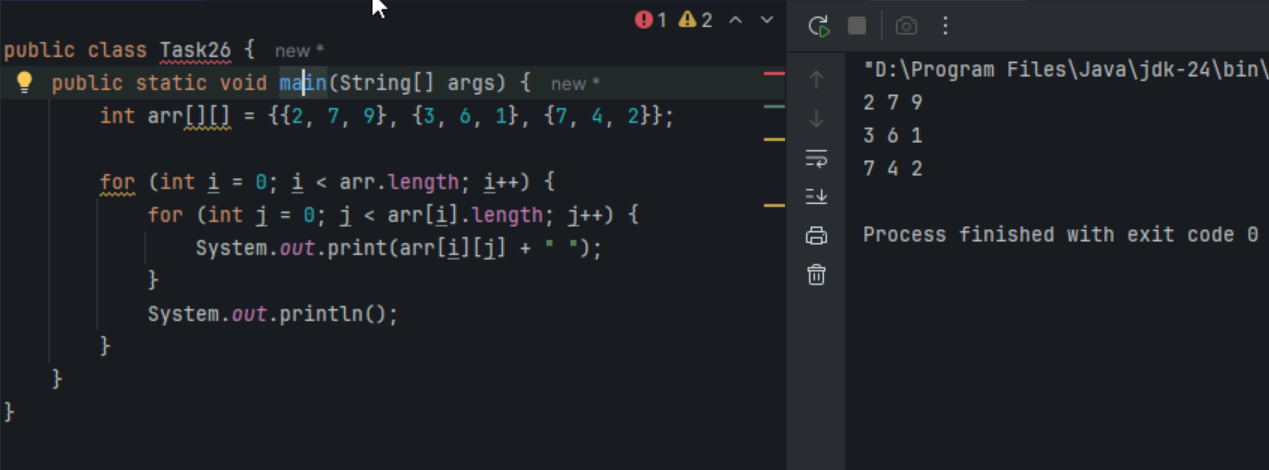
**TASK4**



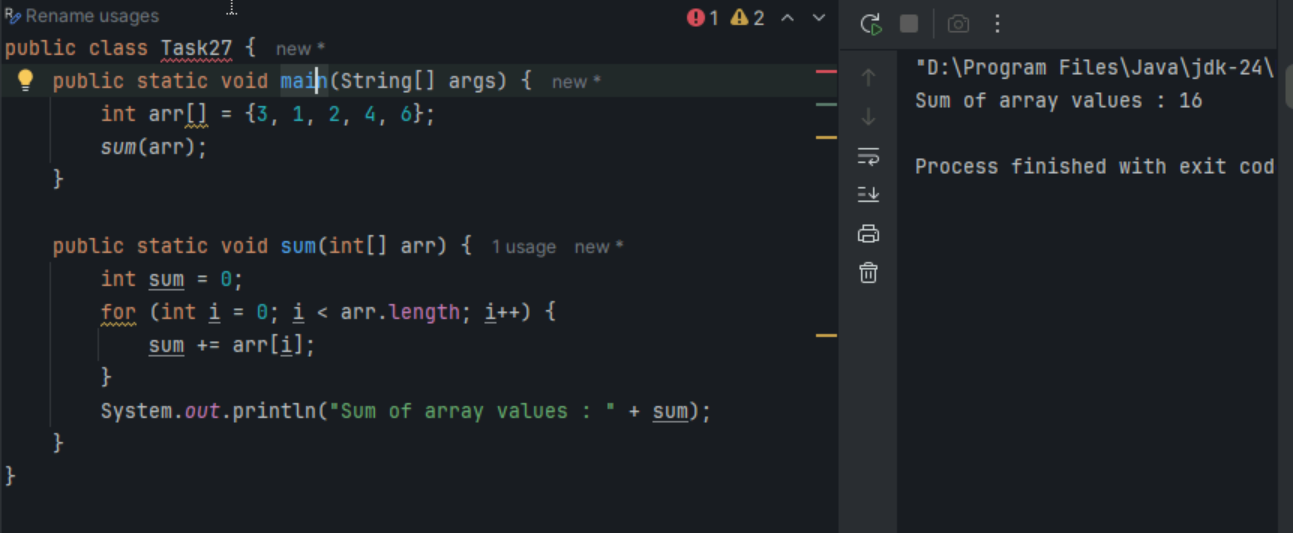
**TASK5**



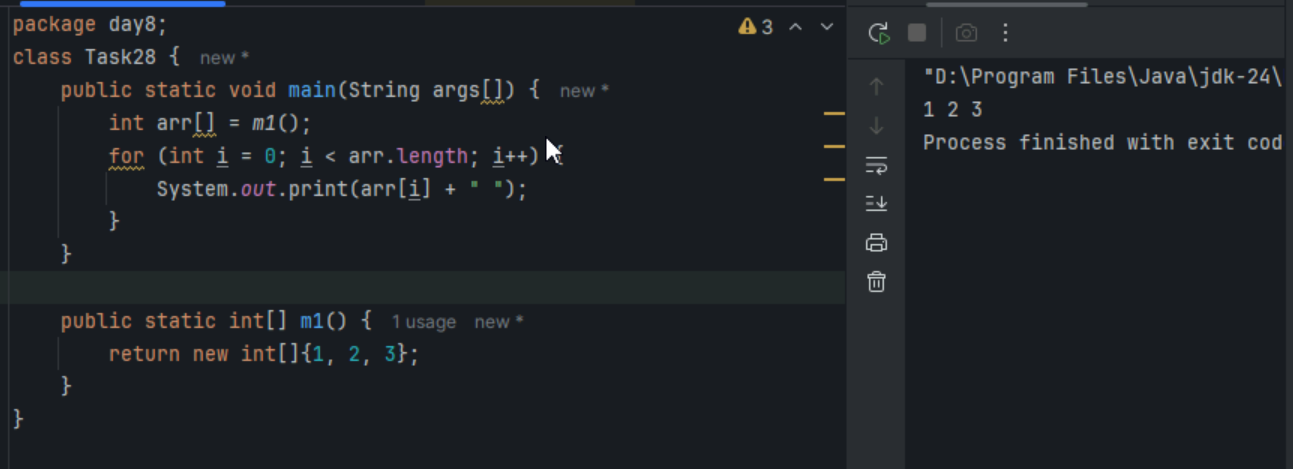
**TASK6**



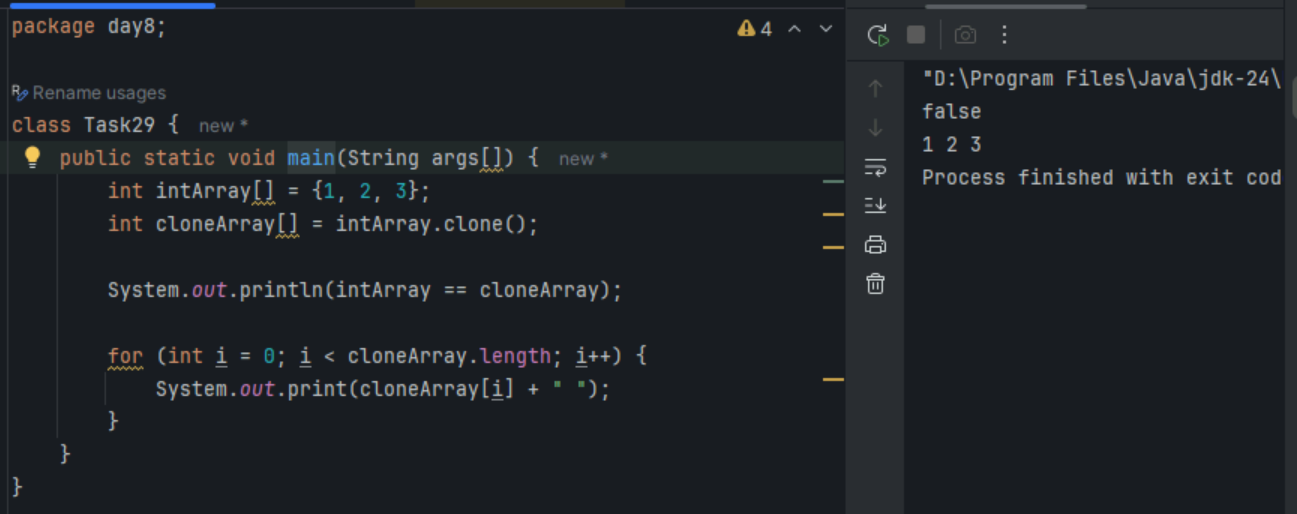
**TASK7**



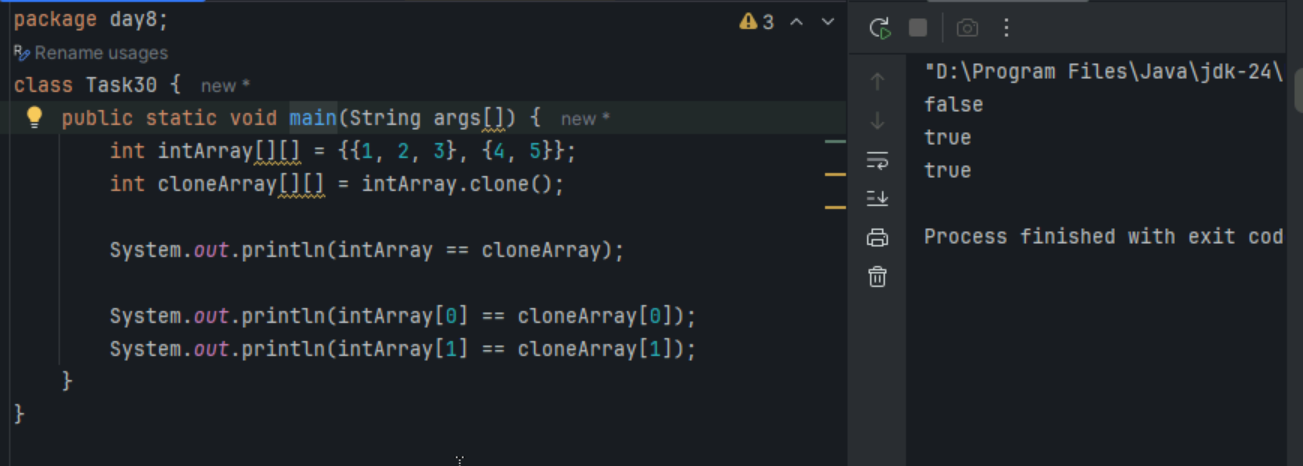
**TASK8**



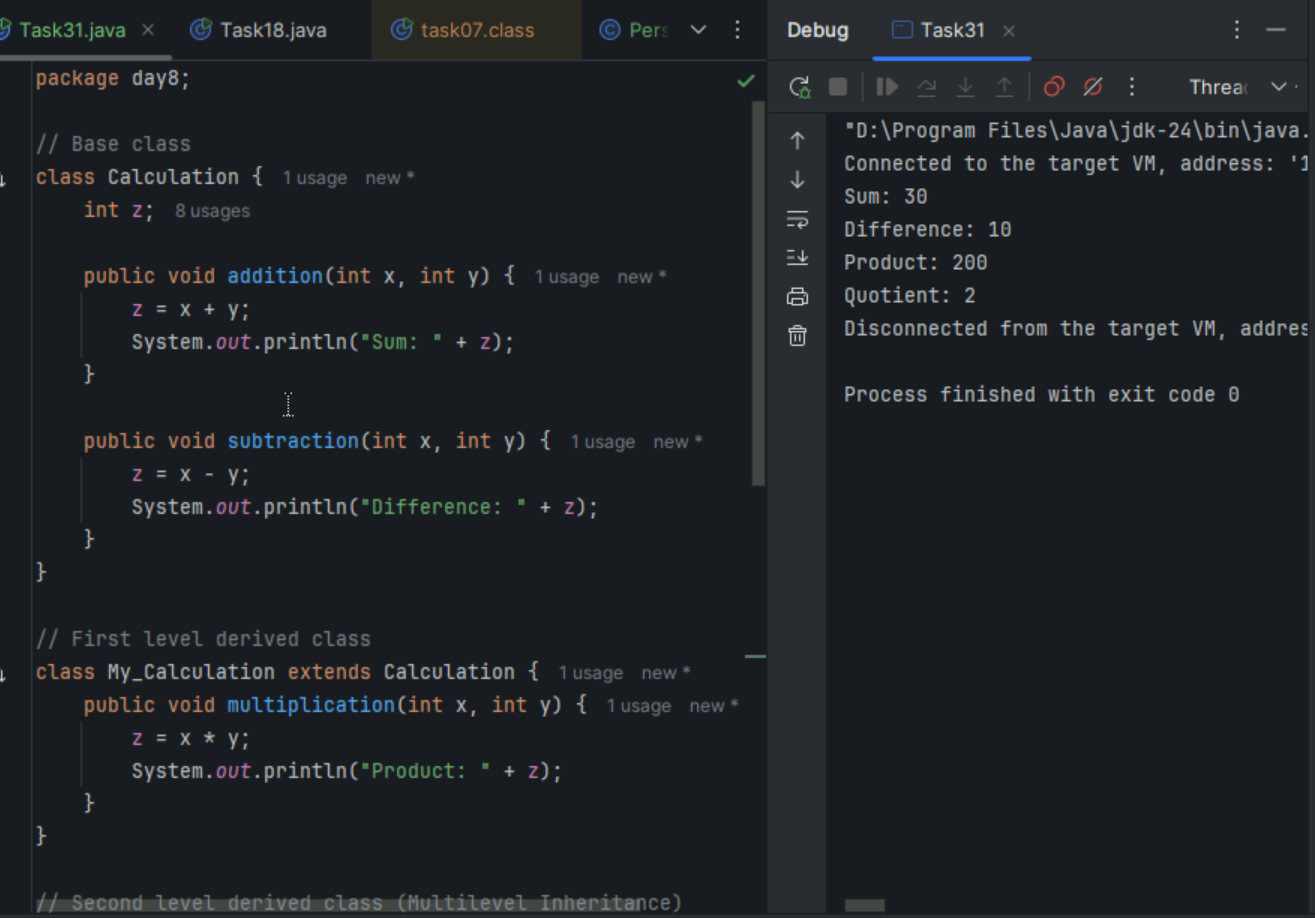
**TASK9**



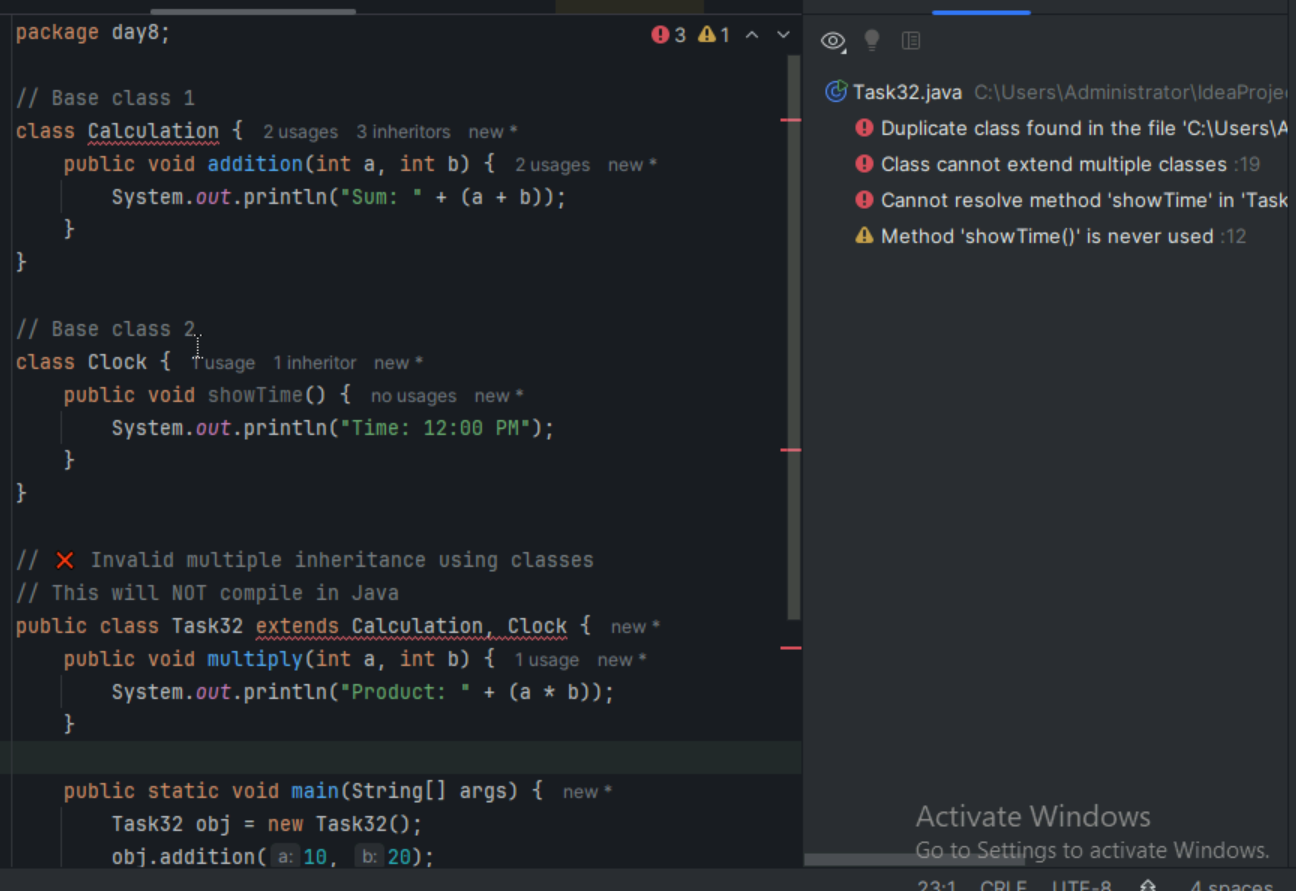
**TASK10**

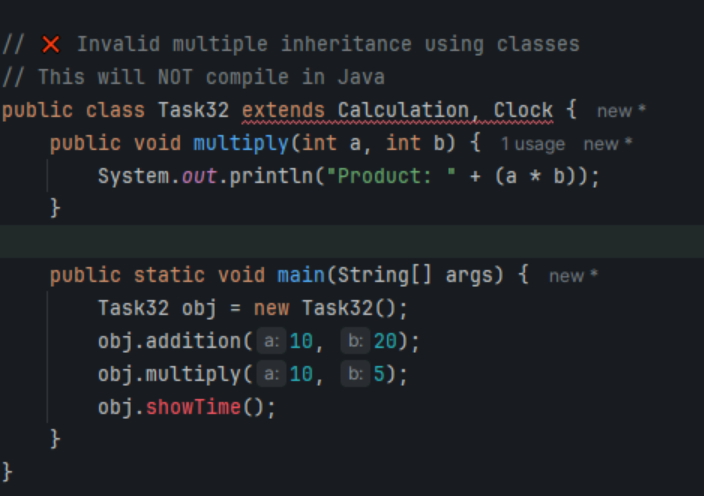


**TASK11**

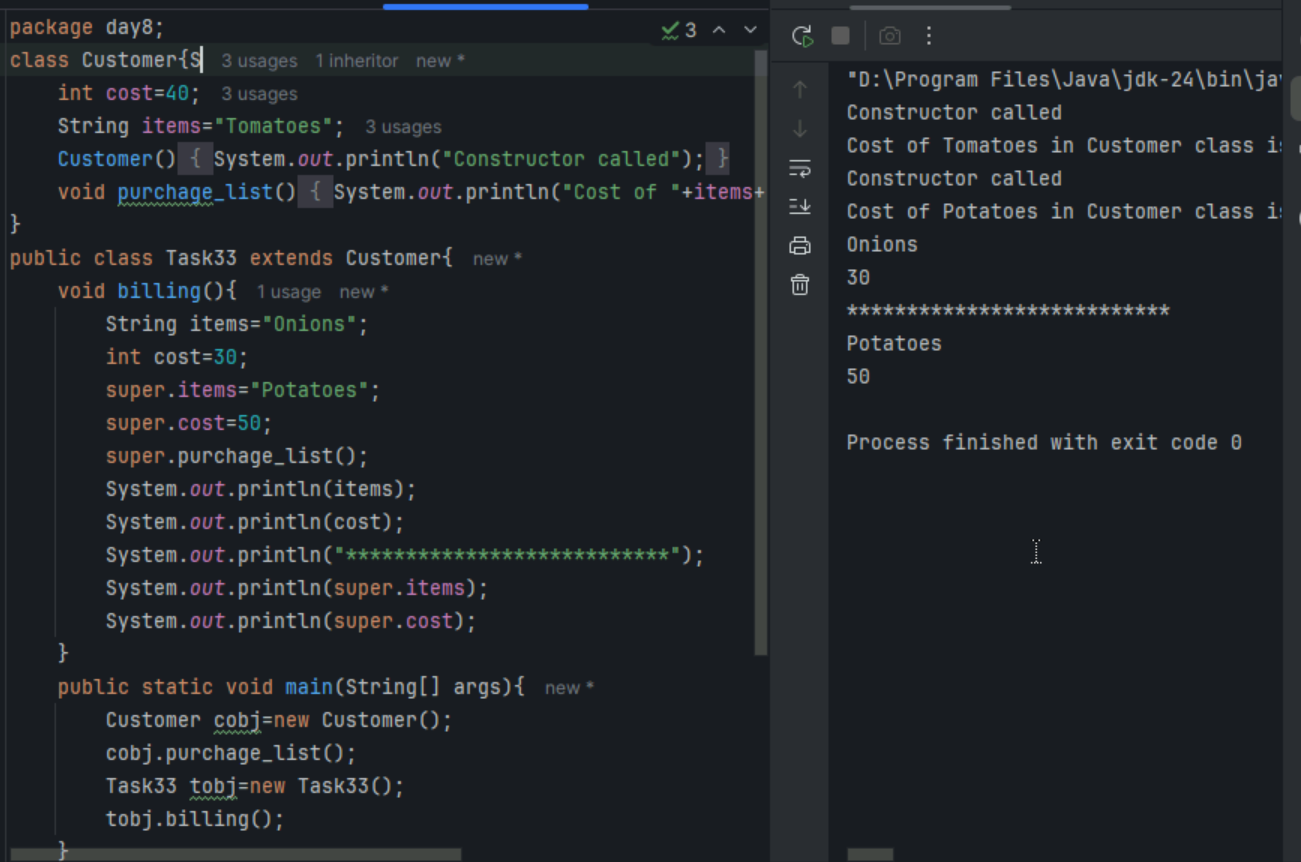


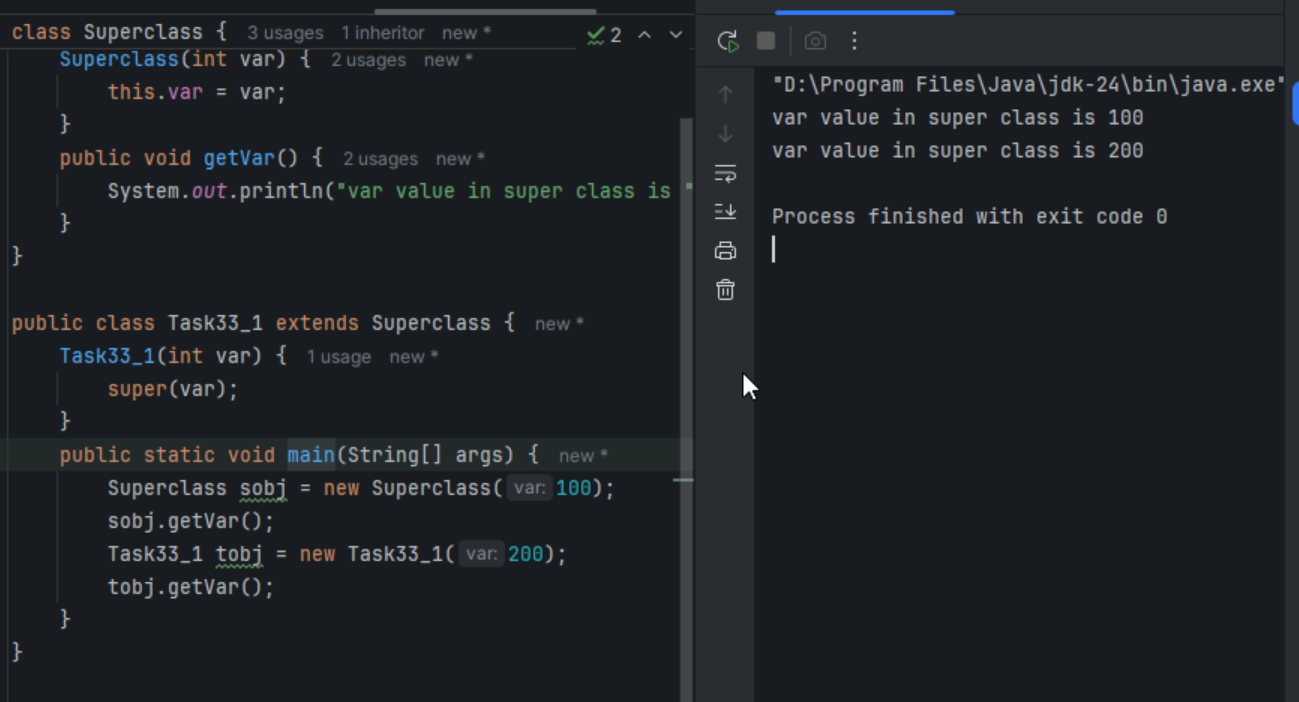
**TASK12**



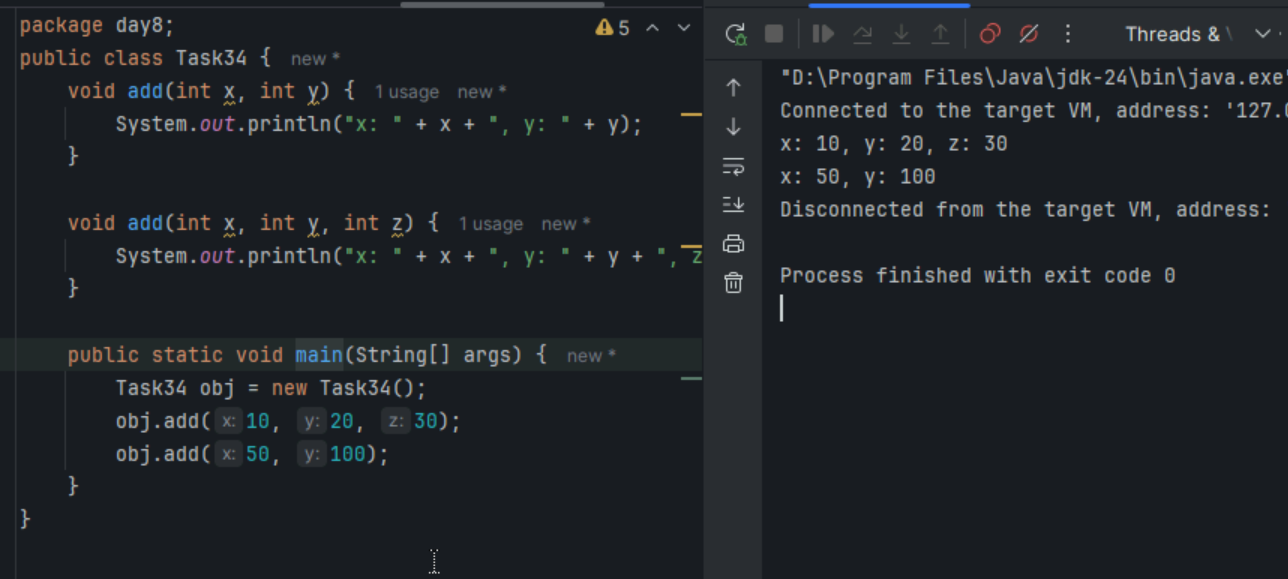


**TASK13**

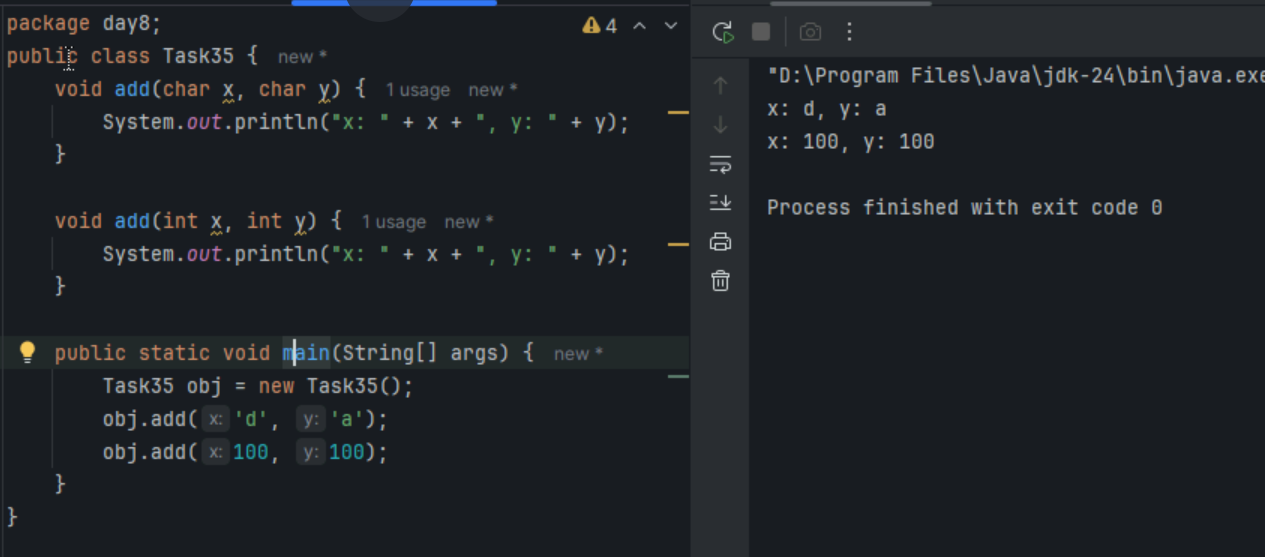




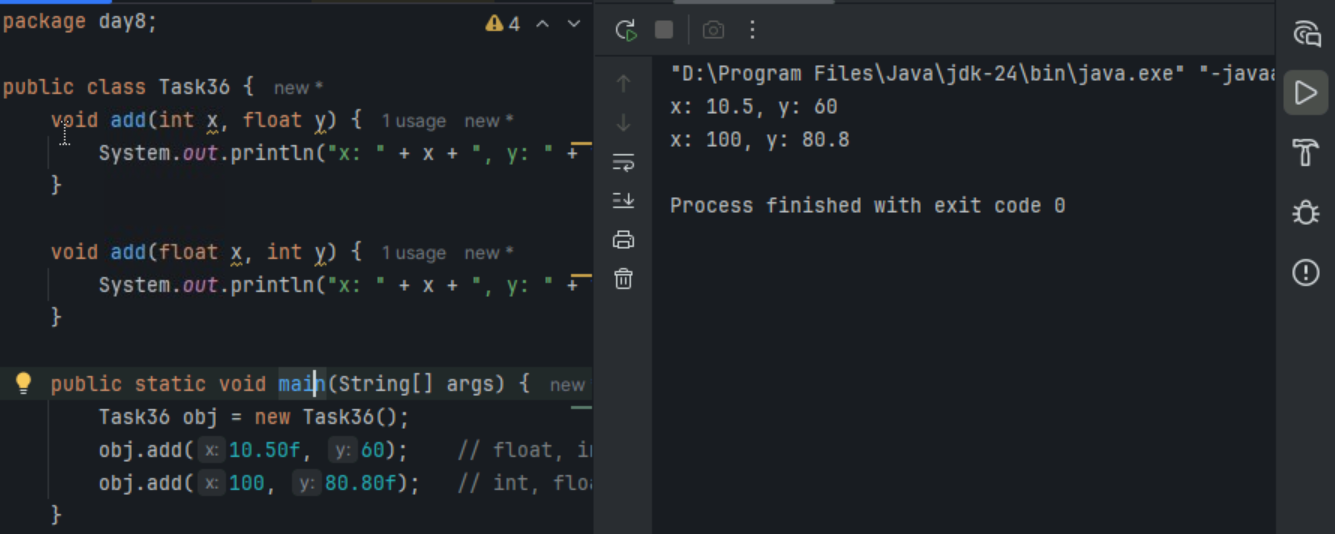
**TASK14**



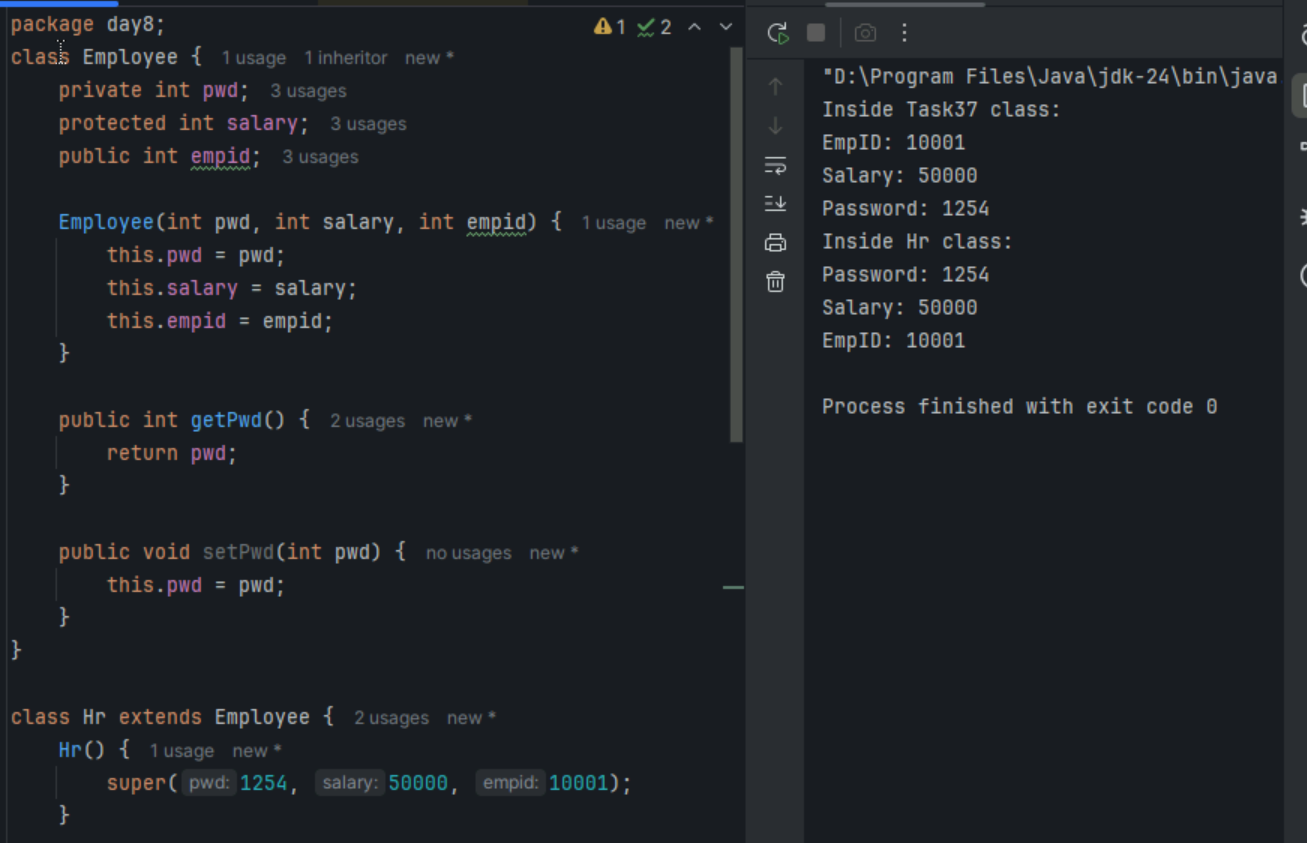
**TASK15**

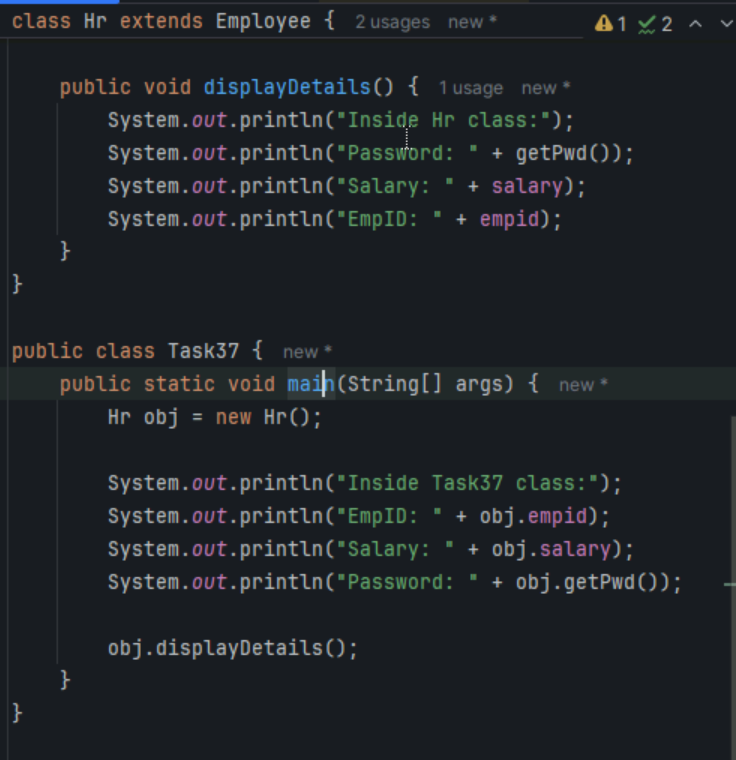


**TASK16**

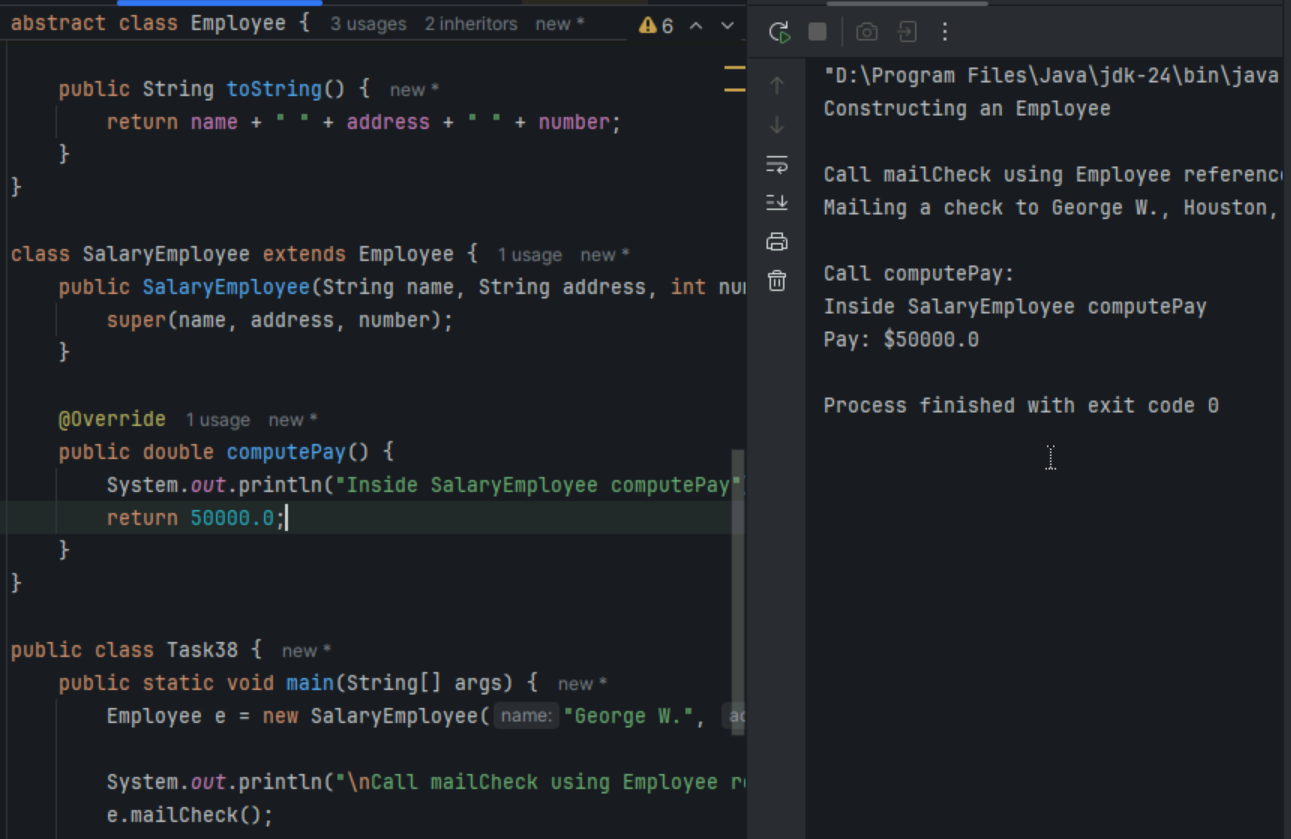


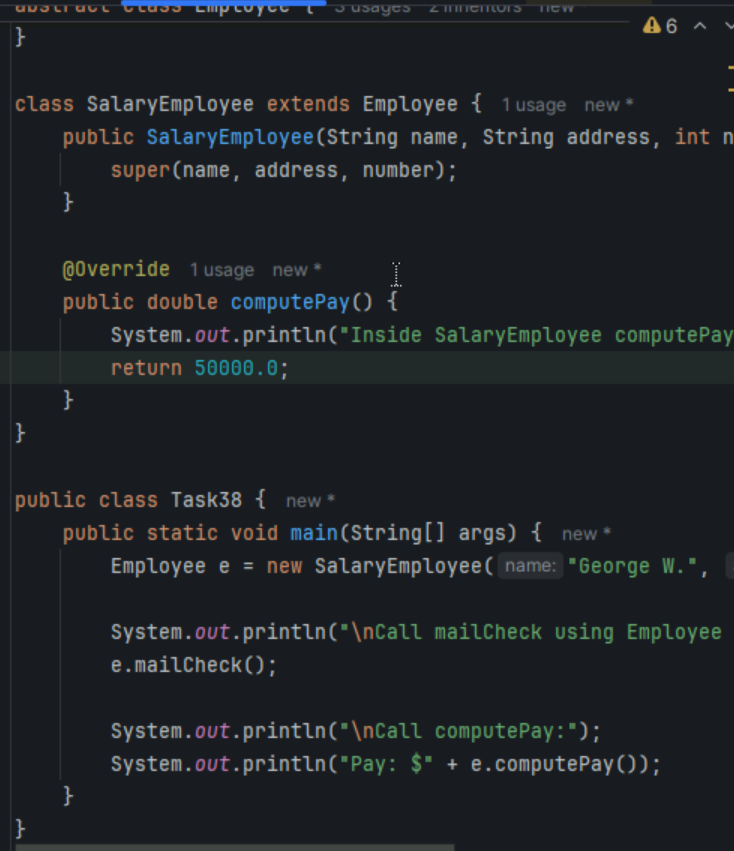
**TASK17**

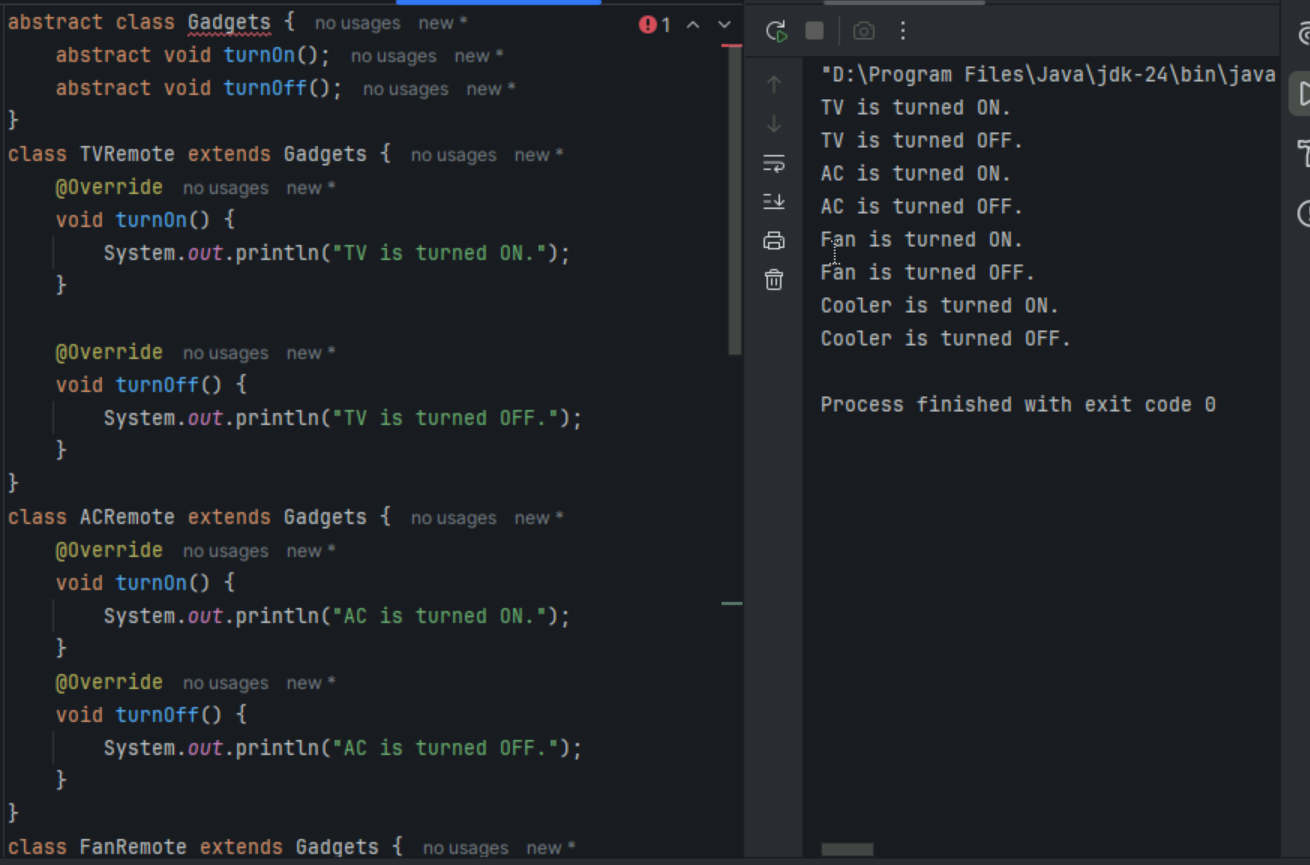




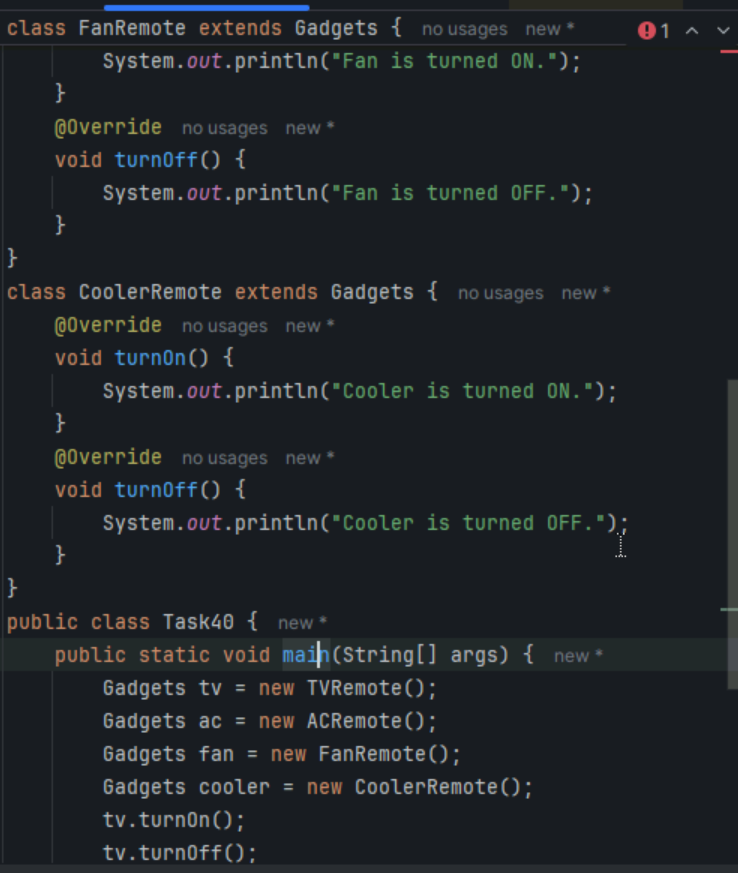
**TASK18**



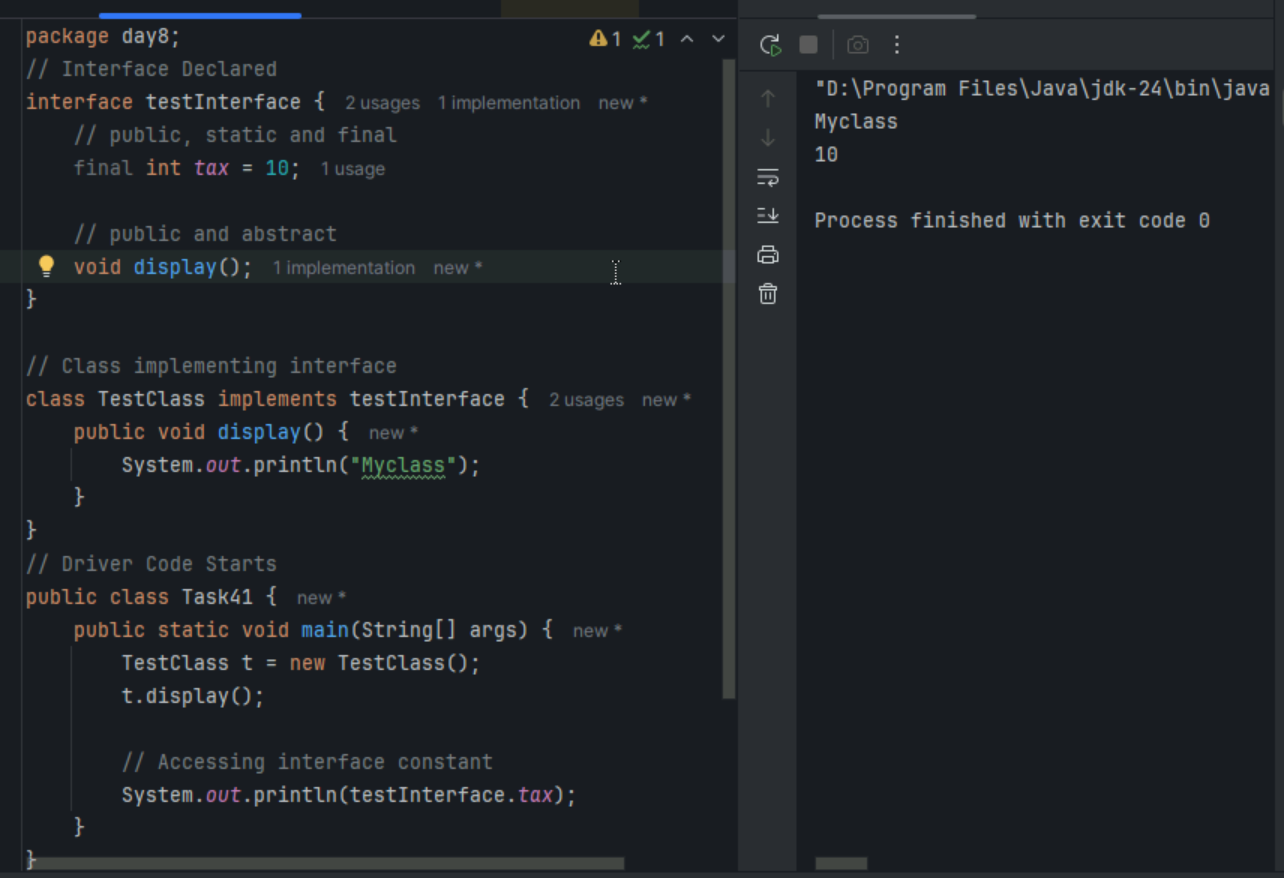




**TASK20**



**TASK41**



**TASK42**: Difference between constant and final

Here are the simple differences between final and constant:

1. final is used to stop a variable from being changed after it is assigned once.  
    constant is a value that never changes and is fixed for all objects.
2. final can be used with variables, methods, and classes.  
    constant usually refers to static final variables.
3. final variables can be assigned at runtime (like in a constructor).  
    constant values are usually assigned at compile time.
4. final is used to protect a value from being changed.  
    constant is used to define fixed values like pi = 3.14 or max\_limit = 100.