Create a new project called *practice* and save it in your OOP folder.

1. Write a Java class called *Flag* to print an American flag on the screen.

*Expected Output*

\* \* \* \* \* \* ==================================

\* \* \* \* \* ==================================

\* \* \* \* \* \* ==================================

\* \* \* \* \* ==================================

\* \* \* \* \* \* ==================================

\* \* \* \* \* ==================================

\* \* \* \* \* \* ==================================

\* \* \* \* \* ==================================

\* \* \* \* \* \* ==================================

==============================================

==============================================

==============================================

==============================================

==============================================

==============================================

2. Write another class called *Conversion* to convert decimal numbers into binary number. Your expected output, for example:

Decimal number 10:

Converted to binary: 1010

Discuss how many numbers of fields, type of fields, number of methods, parameters etc. are required for each of the classes.