1. Write a Java program to input basic salary of an employee and calculate its Gross salary according to following:

Basic Salary <= 10000: HRA = 20%, DA = 80%

Basic Salary <= 20000: HRA = 25%, DA = 90%

Basic Salary > 20000: HRA = 30%, DA = 95%

1. Write a Java program to find the frequency of each digit in a given integer.
2. Create a class named 'Programming'. While creating an object of the class, if nothing is passed to it, then the message "I love programming languages" should be printed. If some String is passed to it, then in place of "programming languages" the name of that String variable should be printed. For example, while creating an object if we pass "Java", then "I love Java" should be printed.
3. Create a class named 'Rectangle' with two data members- length and breadth and a method to calculate the area which is 'length\*breadth'. The class has three constructors which are :

1 - having no parameter - values of both length and breadth are assigned zero.

2 - having two numbers as parameters - the two numbers are assigned as length and breadth

respectively.

3 - having one number as a parameter - both length and breadth are assigned that number.

Now, create objects of the 'Rectangle' class having none, one and two parameters and print their areas.

1. Create a class Vehicle having instance variables speed, and two methods applybreak() and speedup(). The constructor of the Vehicle takes an integer value and assigns it to speed value. Calling applybreak() will decrease the speed which is applied and speedup() will increase the speed. Two classes Bicycle and Car inherit the properties of Vehicle and have extra two instance variable name and gear. Their constructor will take the name and gear value as input. Design the class and show the status of the vehicle name, speed and gear.