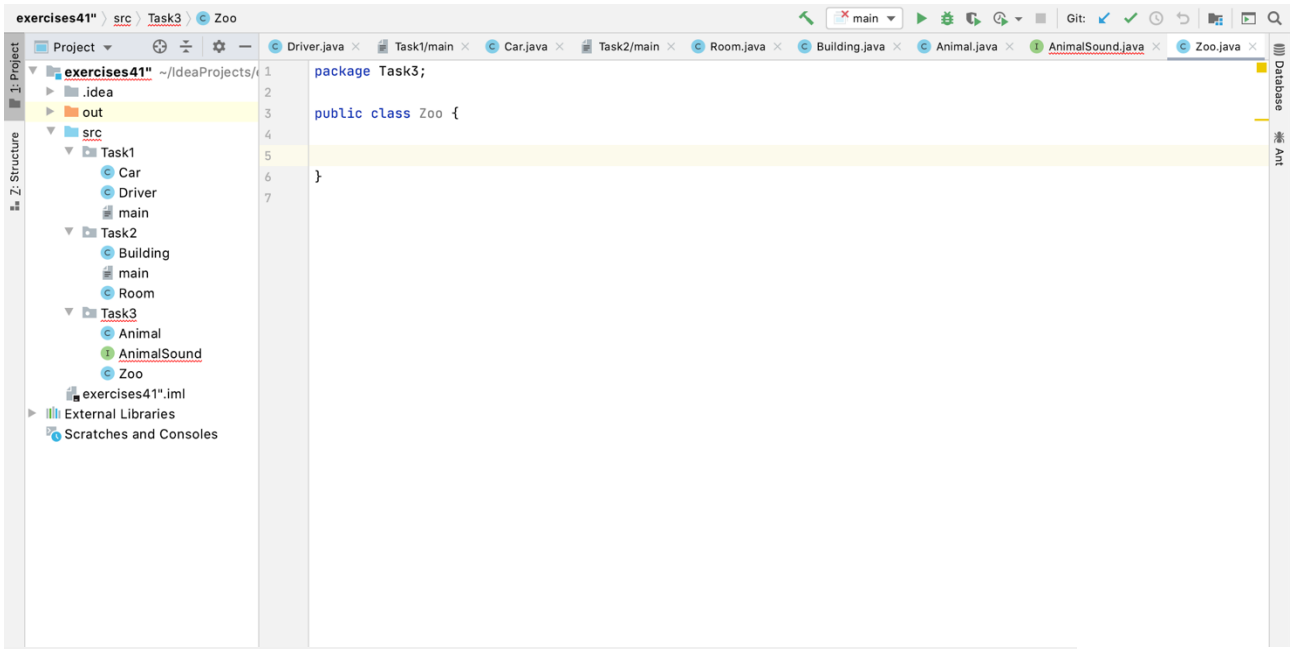
```java
package Task1;

import javax.swing.*;

public class Car {

    private String make;
   private String model;
    private int  year;
    private  String bodyStyle;
    private Driver driver;


    public Car(   String make, String  model, int year ,String bodyStyle) {

        this.make = make;
        this.model = model;
        this.year = year;
        this.bodyStyle = bodyStyle;
    }

    public String getMake() { return make; }

    @Override
    public String toString() {
        return "Car{" +
                "make='" + make + '\'' +
                ", model='" + model + '\'' +
                ", year=" + year +
                ", bodyStyle='" + bodyStyle + '\'' +
                ", driver=" + driver +
                '}';
    }
```

```
import java.util.*;


public class main {
    public static void main(String[] args) {
        Room room1=new Room(1,1);
        Room room2=new Room(3,1);
        Room room3=new Room(4,1);

        ArrayList<Room> rooms=new ArrayList<Room>();
        rooms = new arraylist<Room> ();
        rooms.add(room1);
        rooms.add(room2);
        rooms.add(room3);



        Building building =new Building(rooms, 1,1,false);
        System.out.println(rooms.getNumberOfLamps());




}


    public String getWalls() {
        return room1.getWalls();
    }

    public void setWalls(String walls) {
        room1.setWalls(walls);
    }
}
```

```java
    @Override
    public String toString() {
        return "Car{" +
                "make='" + make + '\'' +
                ", model='" + model + '\'' +
                ", year=" + year +
                ", bodyStyle='" + bodyStyle + '\'' +
                ", driver=" + driver +
                '}';
    }

    public void setMake(String model) { this.make = make; }

    public int getYear() { return year; }

    public void setYear(int year) { this.year = year; }

    public String getModel() { return model; }

    public void setDriver(Driver driver) { this.driver = driver; }

    public Driver getDriver() { return driver; }



}
```




```java
package Task3;

public interface AnimalSound {
    void makeSound();


    default public int legs() { return 0; }

    public default boolean makeSound() {
        return false;
    }


}
```

```java
package Task3;

public class Animal {
//give it a private field called numberOfLegs using an appropriate data type
    private int numberOfLegs;
    //add a constructor, that sets the above field.


    public Animal(int numberOfLegs) {
        this.numberOfLegs = numberOfLegs;
    }

    //add a getter for the numberOfLegs field.

    public int getNumberOfLegs() {
        return numberOfLegs;
    }



}
```

```java
package Task2;


//create Building java class
public class Building {

    final Room room;
    protected int numberOFBathrooms;
    protected int numberOfFloors;
    protected String isOfficeBuilding;

    public Room getRoom() {
        final Room room = this.room;
        return room;
    }

    public int getNumberOfFloors() { return numberOfFloors; }

    public Building(Room room) { this.room = room; }

    public String getIsOfficeBuilding() { return isOfficeBuilding; }
}
```

```
        this.walls = walls;
        this.numberOfDoors = numberOfDoors;
        this.numberOfLamps = numberOfLamps;
        this.numberOfWindow = numberOfWindow;
    }

    public String getWalls() { return walls; }

    public void setWalls(String walls) { this.walls = walls; }

    public int getNumberOfDoors() { return numberOfDoors; }

    public void setNumberOfDoors(int numberOfDoors) { this.numberOfDoors = numberOfDoors; }

    public int getNumberOfLamps() { return numberOfLamps; }

    public void setNumberOfLamps(int numberOfLamps) { this.numberOfLamps = numberOfLamps; }

    public int getNumberOfWindow() { return numberOfWindow; }

    public void setNumberOfWindow(int numberOfWindow) { this.numberOfWindow = numberOfWindow; }
}
```

```java
package Task2;

public class Room {

    /* 2.a Create a Room.java class with the following fields (use appropriate types):*/

    private String walls;
    private int numberOfDoors;
    private int numberOfLamps;
    private int numberOfWindow;


    // The constructor method


    // The constructor method
    public Room(String walls, int numberOfDoors, int numberOfLamps, int numberOfWindow) {


        this.walls = walls;
        this.numberOfDoors = numberOfDoors;
        this.numberOfLamps = numberOfLamps;
        this.numberOfWindow = numberOfWindow;
    }

    public String getWalls() { return walls; }

    public void setWalls(String walls) { this.walls = walls; }

    public int getNumberOfDoors() { return numberOfDoors; }

    public void setNumberOfDoors(int numberOfDoors) { this.numberOfDoors = numberOfDoors; }
```

```
package Task1;

public class main {



    public static void main(String[] args) {
Driver driv;
        driv = new Driver();


    }
}
```

```java
package Task1;

public class Driver {

    private String name;
     private int age;


    @Override
    public String toString() {
        return "Driver{" +
                "name='" + name + '\'' +
                ", age=" + age +
                '}';
    }

    public Driver() {
        this.name = name;

        this.age = age;


    }
}
```