Suppose: There is a store that sells: Items, each of which has the following attributes:

• a name

• a price

• a color

The types of Items are:

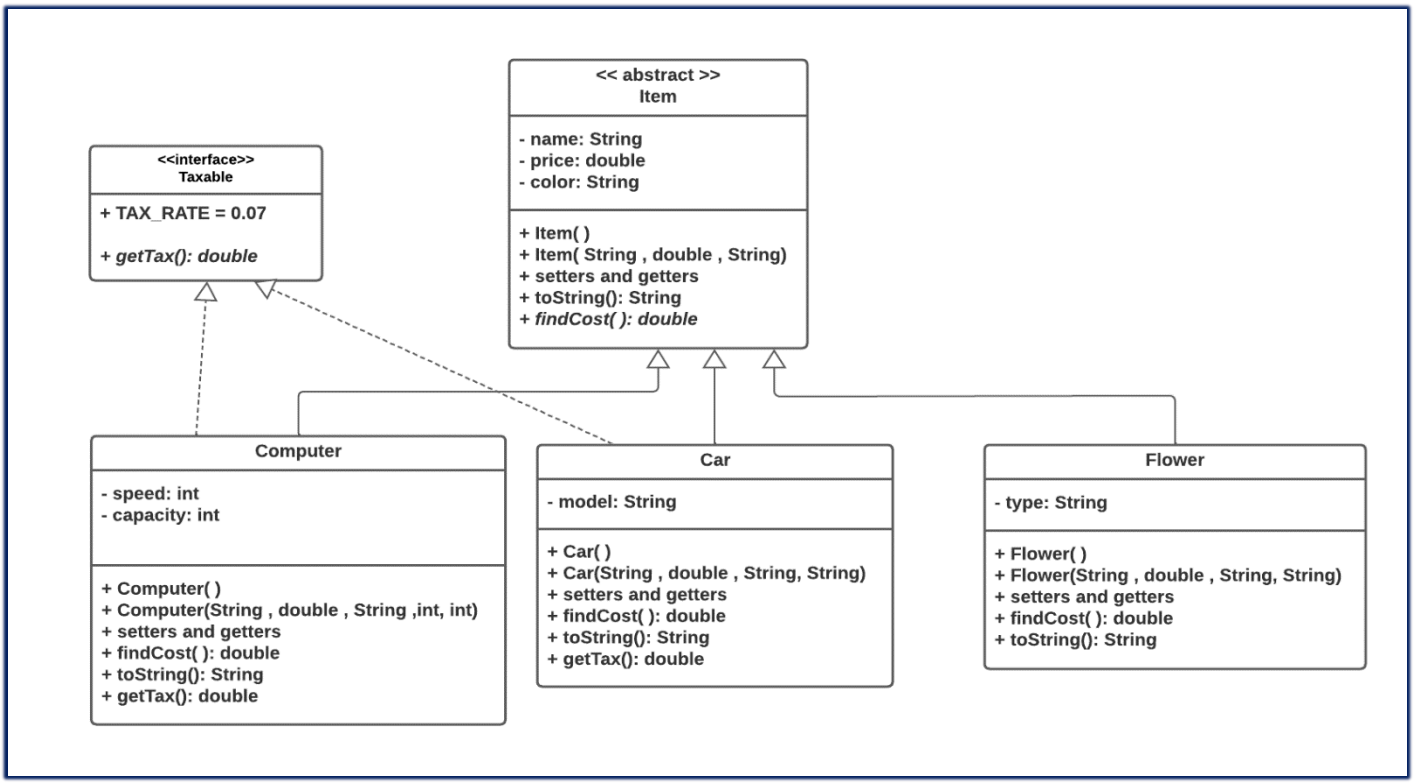
- Computer — with an attribute "speed" and “capacity”, Computer objects are taxable.
- Car — with an attribute "model". Car objects are taxable.
- Flower — with an attribute "type". Flower objects are not taxable.

A Taxable item,

• Has a TAX_RATE = 7%

• Has a getTax () method.

Define a project with your name to define these classes and the interface according to the following this UML.



- **getTax()** implements as follow: findCost() *tax

- **findCost()** implements as follow:
  - in Computer class: price + (0.02 *speed) + (0.03 *capacity) ;
  - in Car class: price + 500 ;
  - in Flower class: price + 20 ;

• **toString():** This method returns information of the all attributes as String data type.

In main method:

- Create an object of three types: Computer, Car, and Flower
- Print the information of these objects.
- Print name of Computer object, speed, tax value and cost.
- Increase the price of the car object by 3%.
- Print new information after changing.
- Print name of Car object, tax value and total price.
- Print description of Flower object and cost.