Q1.   Create 3 classes
   1)   SpaceShip
                    Datamembers: Shields, weapon, dead
                    Memberfunctuions: Parametrized constructor, getWeapon(), isDead(), hit(),
                    setWeapon(), setShield(), setDead()

   2) Xwing:
                Datamember: licesence, validity
                MemberFunctions: renewLicesence(), getLicesence(), getValidity()
   3) TieFighter:
                DataMember: modelNo, filmName[]
                MemberFunctions: addFilmName(), getFilms()

class XWing and TieFighter will inherit the properties of Spacship. Make your code such that user
is not allowed to make object of Spaceship. (Using features of JAVA(OOPS). Create a Demo class
which will use the mentioned functions.

Q2 Write a java program to Develop a client server chat application. Server and client should be
different machines.

Q3. Given N,M. Print all the terms of the series upto M terms of the N-bonacci Numbers.
For example – if N =2 sequence becomes fibonacci, for n=3 sequence will becomes tribonacci
First n-1 numbers of N-Bonacci series is 0, and nth number is 1.