**Assignment on Method overriding**

1. Create a **Person** class with the following properties:

* **String name**
* **int age**

1. Generate getters and setters for the **name** and **age** properties of the **Person** class.
2. Create a **Student** class that extends the **Person** class. Add the following properties:

* **int id**
* **String major**

1. Generate getters and setters for the **id** and **major** properties of the **Student** class.
2. Override the **toString()** method of the **Person** class in the **Student** class. The **toString()** method should return a string representation of the object in the following format:

Student(name=<name>, age=<age>, id=<id>, major=<major>)

1. In the **Main** class, create a new **Student** object with the following properties:

* **name** = "John Doe"
* **age** = 20
* **id** = 1234
* **major** = "Computer Science"

1. Print the string representation of the **Student** object to the console using the **toString()** method.
2. Create a new **Person** object and print its string representation to the console using the **toString()** method. Note that since the **toString()** method is overridden in the **Student** class, it should print the string representation of a **Person** object in the same format as a **Student** object.
3. Bonus: Add additional methods to the **Person** and **Student** classes, and override them in the **Student** class to demonstrate method overriding.

This assignment will help you practice method overriding in Groovy. By creating a **Person** class and a **Student** class that extends it, and then overriding the **toString()** method in the **Student** class, you will learn how to modify the behavior of inherited methods in child classes. Additionally, the bonus task of adding additional methods allows students to practice creating and overriding methods to perform different operations.