Java Interfaces – Vehicle Example

Problem Statement:
You are developing a simple vehicle management system. All types of vehicles should be able to **start** and **stop** their engines, but the way they do this may vary depending on the vehicle type.

Your Task:

1. **Create an interface** named Vehicle with the following methods:

   void startEngine();

   void stopEngine();

2. **Create two classes** that implement this interface:
   - Car – represents a four-wheeler.
   - Motorcycle – represents a two-wheeler.

3. In each class, **override** the `startEngine()` and `stopEngine()` methods to display **messages specific to that vehicle type**.

   Example: `"Car engine started."` or `"Motorcycle engine stopped."`

4. In the main() method:
   1. Create objects of both `Car` and `Motorcycle`.
   2. Store each object in a **Vehicle interface reference** and call the methods.

Expected Output Example:

Car engine started.

Car engine stopped.

Motorcycle engine started.

Motorcycle engine stopped.