

Write a Java program for the below scenario, which is a simplified version of the game scenario that we discussed last week.

In the gaming application, each warrior is walking using a walking stick. Monsters can steal these walking sticks. A warrior becomes immobile if he loses the stick.

A warrior has a name and age. A monster also has a name and age. Add the required methods to these classes.

In addition to the classes you identified above, you should have a separate class 'MyGame' that contains the main method. Inside the main method, create two warrior objects, and a monster object. Now set the first warrior's age to the monster's age. Now write the code for the monster to steal the walking stick of the second warrior.

We are going to simulate a simple chat application. In this simple scenario, the chat application simply receives a message from one user, and broadcasts it to all the other users. It should be possible to add new users and remove users to/from the application. Each user is uniquely identified by his email address.