1. Develop a Java program to create classes named as “Account” and AccountDriver. Class Account is having instance variables like name, accountNumber, balance etc. and methods like deposit() and withdrawal(). AccountDriver class will create instances (objects) of Account type and call methods like deposit and withdrawal.
2. Develop a program to print the area and perimeter of a triangle having sides of 3, 4 and 5 units by creating a class named 'Triangle' with constructor having the three sides as its parameters.
3. Develop a program to print the area of two rectangles having sides (4,5) and (5,8) respectively by creating a class named 'Rectangle' with a method named 'Area' which returns the area and length and breadth passed as parameters to its constructor.
4. Develop a program to print the area of a rectangle by creating a class named 'Area' having two methods. First method named as 'setDim' takes length and breadth of rectangle as parameters and the second method named as 'getArea' returns the area of the rectangle. Length and breadth of rectangle are entered through keyboard.