**JAVA PROGRAMS**

Q1. Create a Restaurant App , which will ask the choice of food, example

1.       Burger

2.       Pizza

3.       Sandwich

4.       Coke

5.       Exit

If user give the choice between 1 to 4 , so system keep asking again , till the choice is not (5 .exit)

Hint :Create the same example with multiple if else and switch , also to solve this example you need a loop

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Q2. Create a class called **rectangle** and it should contain:

* Four private instance variables: length (of the type float), width (of the type float), area (of the type float) and perimeter (of the type float)

* Create a constructor to assign some default values in the desired variables.
* Create all this methods:
  + input()🡪 for taking input from the user in the length and width variable.
  + getArea()🡪 for calculating area of rectangle.
  + getPerimeter()🡪 for calculating perimeter of rectangle.
  + output()🡪 for printing the output of both area and perimeter.