ID	Make	Model	Tail Number
63	Cessna	C152	N95556
65	Cessna	C182R	N736ZX
70	Piper	P28R	N29RM
80	Cessna	C172	N984SP

1. Create an Aircraft object class that has fields (member variables) equivalent to the field names in the table above (i.e. id, make, model, tailNumber). The Aircraft object should have manipulator and accessor methods for each field, and it should override the inherited Object class' toString() method.

2. Write a Java class ExampleProject8Q2, that has the method addAicraft(id, make, model, tailNumber) which stores each aircraft's information from the table above into the custom Aircraft object class created in Question #1 and then add the Aircraft object to a LinkedList. Create a second method showAircrafts() that displays all the aircraft's information in each element of the LinkedList using the toString() method for each Aircraft object. The main() method should call the addAircraft() method for each aircraft and call showAircrafts() after all aircrafts have been added.

3. Write a an interactive Java class ExampleProject8Q3, that will display a menu with the available commands 'G', 'D', and 'X'. If 'G' is selected, prompt the user for the ID of a aircraft to display to the screen. If 'D' is selected, display all the values in the LinkedHashMap to the user with their associated LinkedHashMap key. If 'X' is selected, exit the program. The class should have the method addAircraft(id, make, model, tailNumber) which stores each aircraft's information from the table above into a custom Aircraft object class and then into a LinkedHashMap using the ID of the aircraft for the key. Create a second method showAircrafts() that displays all the aircraft's information in each element of the LinkedHashMap. Finally create a third method showAircraft() that displays the aircraft's information for the ID entered by the user.