**Programmes**

1. Write a Java program to create a class called Employee with methods called work() and getSalary(). Create a subclass called HRManager that overrides the work() method and adds a new method called addEmployee()
2. Write a Java program to create a class known as "BankAccount" with methods called deposit() and withdraw(). Create a subclass called SavingsAccount that overrides the withdraw() method to prevent withdrawals if the account balance falls below one hundred.
3. Write a Java program to create a class known as Person with methods called getFirstName() and getLastName(). Create a subclass called Employee that adds a new method named getEmployeeId() and overrides the getLastName() method to include the employee's job title
4. Write a Java program that creates a class hierarchy for employees of a company. The base class should be Employee, with subclasses Manager, Developer, and [Programmer](https://www.w3resource.com/java-exercises/index-inheritance.php). Each subclass should have properties such as name, address, salary, and job title. Implement methods for calculating bonuses, generating performance reports, and managing projects.