1. Create a Class called BankAccount

Properties: accountHolder, balance, interestRate

Methods: changeAccountHolder, deposit (add money), withdraw (subtract money), calculateInterest(returns the amount of money gained), toString (prints out account information)

2. Create a Class called GasTank

Properties: tankSize, fuelLeft, fuelType, MPG

Methods: fillUpTank, drive(double miles) [should subtract gas based on mpg], toString (prints out gas tank information.

3. Create a Class called GridWalker

This object is on an imaginary XY grid. This object will contain 3 properties name, xPosition and yPosition. There will be 4 methods: moveLeft, moveRight, moveUp and moveDown. These methods will change the xPosition and yPosition properties. Also include a toString method to display the current position of the object.