1. Write a Java class named **Bill** to store information about bills. The UML representation of the class is shown below.

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| **Bill** |
| - itemNo: String -qty: int-itemPrice:double- amount : double |
| + Bill()+ readInfo(): void+ calculateAmount(): double  |

The class contains:

* 4 **private** attributes:
	+ **itemNo**  (string) : to store the item number s of the item in the bill.
	+ **qty** (int): to store the quantity of the item.
	+ **itemPrice (**double): to store the price of the item in the bill.
	+ **amount**(double): to store the total amount of the bill
* A method ***readInfo()*** that initializes **itemNo**, **qty** and **itemPrice** to values entered by the user.
* A method ***calculateAmount ()*** that calculates and returns the total amount of the bill. Amount of the bill = qty\*itemPrice.

Write another Java class called **TestClass** with a **main()** method that will create two **Bill** object, named **bill1** and **bill2**. Test all methods of the class **Bill** in the **main()** method.