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

The class contains:

* 3 **private** attributes:
  + **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 **qty** and **itemPrice** to values entered by the user.
  + A method ***calculateAmount ()*** that calculates and returns the total amount of the bill.( ; total 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.