

1. Write a dart program to create a class Animal with properties [id, name, color]. Create another class called Cat and extend it from Animal. Add new properties sound in String. Create an object of a Cat and print all details.
2. Write a dart program to create a class Camera with private properties [id, brand, color, price]. Create a getter and setter to get and set values. Also, create 3 objects of it and print all details.