













The screenshot shows a web browser on the left and an IDE on the right. The browser displays a tutorial page titled "Using Classes and Objects in Kotlin". It contains a code snippet for a program that creates a shark and a plecostomus, and a terminal window showing the output of the program.

```
fun makeFish() {  
    val shark = Shark()  
    val pleco = Plecostomus()  
    println("Shark: ${shark.color}")  
    shark.eat()  
    println("Plecostomus: ${pleco.color}")  
    pleco.eat()  
}
```

4. Run your program and observe the output.

```
⇒ Shark: grey  
   hunt and eat fish  
   Plecostomus: gold  
   eat algae
```

The IDE on the right shows the same code in a Kotlin file named `Main.kt`. The output window shows the same results as the browser's terminal.

Process finished with exit code 0

The screenshot shows a web browser on the left and an IDE on the right. The browser displays a tutorial page titled "Using Classes and Objects in Kotlin". It contains a code snippet for a program that creates a decoration, and a terminal window showing the output of the program.

```
fun makeDecorations() {  
    val decoration1 = Decoration("granite")  
    println(decoration1)  
}
```

5. Add a `main()` function to call `makeDecorations()`, and run your program. Notice the sensible output that is created because this is a data class.

```
⇒ Decoration(rocks=granite)
```

6. In `makeDecorations()`, instantiate two more `Decoration` objects that are both "slate" and print them.

The IDE on the right shows the same code in a Kotlin file named `Main.kt`. The output window shows the same results as the browser's terminal.

Process finished with exit code 0

