1. Try constructor initializer 🡪 create class student has 3 constructors 🡪 the 2 constructor send to the third one
2. By Using Interface CREATE AN INTERFACE :

Interface immovable

{

* Create 2 Methods 🡪 Move & Stop

}

* Create class Human & bird & car and each one can implement the interface immovable
* In Human 🡪 print Message in function of Move (){ human can move with leg }

and stop(){ human is stopped}

* In bird 🡪 print Message in function of Move (){ bird can move with wing }

and stop(){ bird is stopped}

* In car 🡪 print Message in function of Move (){ car can move with petrol}

and stop(){car is stopped}

1. Using property instead of getter and setter in any class you want