## **Hands-on Assignments for Packages**

## Complete the below hands-on assignments before proceeding with the next Topic

No.	Hands-on Assignment	Topics Covered	Status
1	Create a package called test package.  Define a class called foundation inside the test package.  Inside the class, you need to define 4 integer variables:  var1 with private access modifier var2 with default access modifier var3 with protected access modifier var4 with public access modifier  Import this class and packages in another class.  Try to access all 4 variables of the foundation class and see what variables are accessible and what are not accessible.	Packages Access control Using package	
2	Create a class called compartment which represents the ship compartments with attributes like height, width and breadth.  Take care it should not conflict with the compartment class you have created in Abstract class exercise 2.  To avoid conflict create this class in a new package called com.wipro.automobile.ship	Packages User defined packages	
3	Create a package called com.automobile. Define an abstract class called Vehicle.  Vehicle class has the following abstract methods: public String getModelName() public String getRegistrationNumber() public String getOwnerName()  Create twowheeler subpackage under automobile package Hero class extends automobile.vehicle class with the following methods public int getSpeed()  - returns the current speed of the vehicle. public void radio()  - provides facility to control the radio device  Honda class extends com.automobile.vehicle class with the following methods public int getSpeed()  - Returns the current speed of the vehicle. public void cdplayer()  - provides facility to control the cd player device which is available in the car.  Create a test class to test the methods available in all these child class.	Packages User defined packages	

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