Assingment 23 plan poise of Alsing setters and getters: public class toods prievate string name; public void setrame (string name); this name = name; public string get name ()? return name; public static void main (string (states package mainpack; import com. food! public class main 15 public static void main (string [] ang)? tood! tood = new food! (); food. Set name ("Barnama"). System out printer ("My fatourite tradis: "food gethand);

to using only getter ground A package com; Public class food25 points Private string name = "Banana"; Public string getnome () 5 return name; solo bior side this name = rame; package mainpack; impart com. tood2; public class main25 public static void main (string[] args) S tood2 food= new & tood20; 3 ystem out printh ("My taxourite food is: 11 + food getname (s); public stotic void. (O 1 pool mon = pool 1 pool food. set morne (" Bornoma"). Systems, out. primare "My tobourite frod is

A using constructors package com; Public class food 35 months started salding private string name; public food 3 (string name) thès name = name; public string getname ()? return name. package mainpack; import com. toods: About most toom public class mains public state void main (string [] args) 3 toods tood = new toods ("Banana"). gystem out prienter ("My tavouriète 15: " + food, getnameu);

De using tostning: package com; public class food49 private string name; souls solding public tood 4 (string name) ? this name 2 name; -this name = name; @ override public string tostrieng () ? return "My fovourier food!" package meinpack; songmon sposong imposet com. tood4; about mos toogni public class main 4 g public static void main (string [] args) g tood4 tood = new (tood4 ("Banana"); System. out. prientla (food); + tood getonew?