

## Assignment-2:

Q. Using setters and getters:

```
public class food1 {  
    private String name;
```

```
    public void setName(String name) {
```

```
        this.name = name;
```

```
    }
```

```
    public String getName() {
```

```
        return name;
```

```
    }
```

```
}
```

```
package mainpack;
```

```
import com.food1;
```

```
public class main1 {
```

```
    public static void main(String[] args) {
```

```
        food1 food = new food1();
```

```
        food.setName("Banana");
```

```
        System.out.println("My favourite food is: " + food.getName());
```

Using only getter:

```
package com;  
public class food2 {  
    private String name = "Banana";  
    public String getName() {  
        return name;  
    }  
}
```

```
package mainpack;  
import com.food2;  
public class main2 {  
    public static void main(String[] args) {  
        food2 food = new food2();  
        System.out.println("My favourite food is:  
        " + food.getName());  
    }  
}
```

using constructors:

```
package com;  
public class food3 {  
    private String name;  
    public food3(String name) {  
        this.name = name;  
    }  
    public String getName() {  
        return name;  
    }  
}
```

```
package mainpack;  
import com.food3;  
public class main3 {  
    public static void main(String[] args) {  
        food3 food = new food3("Banana");  
        System.out.println("My favourite  
        food is : " + food.getName());  
    }  
}
```

using toString;

package com;

public class food4;

private String name;

public food4(String name) {

this.name = name;

}

@Override

public String toString() {

return "My favourite food: " + name;

}

}

package mainpack;

import com.food4;

public class main4 {

public static void main(String[] args) {

food4 food = new food4("Banana");

System.out.println(food);

}

}