State & Behaviour

**Object : Marker**

***State :***

Labels

Brand

Types Of marker (Non/permanent)

Cap Style

Colour

***Behaviour:***

Write

Mark

Stain

Thrown

**Object: Car**

***State:***

Colour

Type of car

Number of Wheels

Number of Doors

Speed

Steering Wheel

Storage (Number of seats, storage space)

Types of Fuel

Make (Brand)

***Behaviour:***

Steering

Move Forward

Storing items

Sleep on it

changeSpeed()