public class Flower {

// Instance variables

private String name;

private int numberOfPetals;

private float price;

// Constructor to initialize the variables

public Flower(String name, int numberOfPetals, float price) {

this.name = name;

this.numberOfPetals = numberOfPetals;

this.price = price;

}

// Getter and Setter for name

public String getName() {

return name;

}

public void setName(String name) {

this.name = name;

}

// Getter and Setter for numberOfPetals

public int getNumberOfPetals() {

return numberOfPetals;

}

public void setNumberOfPetals(int numberOfPetals) {

this.numberOfPetals = numberOfPetals;

}

// Getter and Setter for price

public float getPrice() {

return price;

}

public void setPrice(float price) {

this.price = price;

}

// Method to display flower details

public void displayFlowerDetails() {

System.out.println("Flower Name: " + name);

System.out.println("Number of Petals: " + numberOfPetals);

System.out.println("Price: $" + price);

}

// Main method for testing

public static void main(String[] args) {

// Create a Flower object

Flower flower = new Flower("Rose", 15, 10.5f);

// Display flower details

flower.displayFlowerDetails();

// Update flower details

flower.setName("Tulip");

flower.setNumberOfPetals(12);

flower.setPrice(8.0f);

// Display updated flower details

flower.displayFlowerDetails();

}

}

**Explanation:**

1. **Instance Variables:**
   * name (String): Represents the name of the flower.
   * numberOfPetals (int): Represents the number of petals on the flower.
   * price (float): Represents the price of the flower.
2. **Constructor:**
   * The constructor Flower(String name, int numberOfPetals, float price) initializes the instance variables.
3. **Getter and Setter Methods:**
   * Methods getName() and setName() handle the name variable.
   * Methods getNumberOfPetals() and setNumberOfPetals() handle the numberOfPetals variable.
   * Methods getPrice() and setPrice() handle the price variable.
4. **Additional Method:**
   * displayFlowerDetails() displays the details of the flower.
5. **Main Method:**
   * A Flower object is created, and the flower details are displayed. Then, the flower's attributes are updated, and the updated details are displayed again.

**Example Output:**

Flower Name: Rose

Number of Petals: 15

Price: $10.5

Flower Name: Tulip

Number of Petals: 12

Price: $8.0