

```
class ActionFigure {
```

Attributes

```
String name, origin, color;
float height, weight, price;
```

Attributes

```
void printDetails() {
```

```
    System.out.printf("Name: %s\n", name);
    System.out.printf("Origin: %s\n", origin);
    System.out.printf("Color: %s\n", color);
```

```
    System.out.printf("Height: %f\n", height);
    System.out.printf("Weight: %f\n", weight);
    System.out.printf("Price: %f\n", price);
```

```
}
```

```
public class Main {
```

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

```
        ActionFigure hulkBuster = new ActionFigure();
```

```
        hulkBuster.name = "Hulk Buster";
        hulkBuster.origin = "The Avengers";
        hulkBuster.color = "Red and Golden";
```

```
        hulkBuster.height = 10.0;
        hulkBuster.weight = 500;
        hulkBuster.price = 600;
```

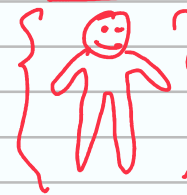
```
// Done Making Object, added values too.
```

```
        hulkBuster.printDetails(); // -> Function Called.
```

```
}
```

An Action Figure

it has  
↑ height  
↑ weight  
↑ price



it has  
↑ name  
↑ origin  
↑ colour