# The Member Access Separator .

class Car {  
  
 String licensePlate; // e.g. "New York 543 A23"  
 double speed; // in kilometers per hour  
 double maxSpeed; // in kilometers per hour  
  
}

Once you've constructed a car, you want to do something with it. To access the fields of the car you use the . separator. The Car class has three fields

* licensePlate
* speed
* maxSpeed

Therefore if c is a Car object, c has three fields as well:

* c.licensePlate
* c.speed
* c.maxSpeed

You use these just like you'd use any other variables of the same type. For instance:

Car c = new Car();  
   
 c.licensePlate = "New York A45 636";  
 c.speed = 70.0;  
 c.maxSpeed = 123.45;  
   
 System.out.println(c.licensePlate + " is moving at " + c.speed +   
 "kilometers per hour.");

The . separator selects a specific member of a Car object by name.

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