# Constructors

Here's the complete class:

class Car {  
  
 String licensePlate; // e.g. "New York A456 324"  
 double speed; // kilometers per hour  
 double maxSpeed; // kilometers per hour  
   
 Car(String licensePlate, double maxSpeed) {  
  
 this.licensePlate = licensePlate;   
 this.speed = 0.0;  
 if (maxSpeed > 0) this.maxSpeed = maxSpeed;  
 else this.maxSpeed = 0.0;  
   
 }  
  
 // getter (accessor) methods  
 String getLicensePlate() {  
 return this.licensePlate;  
 }  
  
 double getMaxSpeed() {  
 return this.maxSpeed;  
 }  
  
 double getSpeed() {  
 return this.speed;  
 }  
  
 // accelerate to maximum speed  
 // put the pedal to the metal  
 void floorIt() {  
 this.speed = this.maxSpeed;   
 }  
   
 void accelerate(double deltaV) {  
  
 this.speed = this.speed + deltaV;  
 if (this.speed > this.maxSpeed) {  
 this.speed = this.maxSpeed;   
 }  
 if (this.speed < 0.0) {  
 this.speed = 0.0;   
 }   
   
 }  
   
}

Notice that I've taken out several things:

* the initialization of the fields
* the setter methods

[Previous](http://docs.google.com/19.html) | [Next](http://docs.google.com/21.html) | [Top](http://docs.google.com/index.html) | [Cafe au Lait](http://www.cafeaulait.org/)

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