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### Task 03

1. In the previous assignment, modify your 5 class diagrams, complete them with modifier notation and provide an explanation of the reasons for access.

Fan
- brand: String - fanSize: String - windSpeed: String - type: String
+ turnOn(): void + turnOff(): void + setWindSpeed(speed: String): void

- **brand, fanSize, windSpeed, type (Private: -):**

**Reason:**

**These attributes are made private so that they cannot be accessed directly from outside the class. The goal is to protect the internal data of the Fan object. If it needs to be accessed from outside, you can use the getter and setter methods.**

- **turnOn(), turnOff(), setWindSpeed() (Public: +):**

**Reason: These methods are made public because they need to be accessed from outside the class. For example, the user needs to turn the fan on or off, and adjust the wind speed.**