Course Outcome 1 : Understand and apply the fundamentals of Java Programming and Object-Oriented Programming.

Experiment 01 : Programs on classes and objects.

Problem Statement:
Create a Java program to manage the details of a **Student**. The program should use a class called Student with the following attributes:

- name (String)

- rollNumber (int)

- marks (float)

The class should have:

- A method inputDetails() to accept values from the user.

- A method displayDetails() to display the student's details.

Then, create **two objects** of this class in the main method and demonstrate storing and displaying their information.

Expected Output Example:
Enter name: Alice
Enter roll number: 101
Enter marks: 88.5

Enter name: Bob
Enter roll number: 102
Enter marks: 79.0

Student Details:
Name: Alice
Roll Number: 101
Marks: 88.5

Name: Bob
Roll Number: 102
Marks: 79.0