

Solution Review: Playing with Cars and Engines!

This lesson provides the solution to the challenge, "Playing with Cars and Engines!" with an explanation.

We'll cover the following

- Solution
- Explanation

Solution

```
1 // Car class
2 class Car {
3
4     // Declaring data members and
5     private int id;
6     private String model;
7     private String color;
8
9     public void carFeatures() {
10         System.out.println("Car Model: " + model);
11         System.out.println("Car Color: " + color);
12     }
13
14     public void setModel(String model) {
15         this.model = model;
16     }
17
18     public void setColor(String color) {
19         this.color = color;
20     }
21
22 }
23
24 // Toyota Class, which is a child class of Car
25 class Toyota extends Car {
26
27     // Inherits all properties of Car
28     public void setStart() {
29         // Declaring an engine object
30         ToyotaEngine engine = new ToyotaEngine();
31         engine.start();
32     }
33 }
```



Explanation

- Line 25: Extended `Toyota` class from `Car` class.
- Line 28: In the `setStart()` function, we've declared an instance of `ToyotaEngine()` which is now bounded with the instance of `Toyota` class.
- Line 55: We are declaring a `Toyota` object, named `t`.
- Line 59: Calling `carFeatures()` of the “`t`” object, after initializing its *model* and its *color* above.
- Line 60: We are then calling the `start()` function of `ToyotaEngine()` through the instance of `Toyota` i.e. `t`.