

Program 8:classes,objects,object-oriented pillar

```
package mounika8;

public class dog
{
    String name;

    String breed;

    int age;

    String color;

    public dog(String name, String breed, int age, String color)
    {
        this.name = name;

        this.breed = breed;

        this.age = age;

        this.color = color;
    }

    public String getName()
    {
        return name;
    }

    public String getBreed()
    {
```

```

        return breed;
    }

    public int getAge()
    {
        return age;
    }

    public String getColor()
    {
        return color;
    }

    @Override
    public String toString()
    {
        return("Hi my name is "+ this.getName()+ ".\nMy breed,age and color
are " + this.getBreed()+", " + this.getAge()+ ", and"+ this.getColor() + ".");
    }

    public static void main(String[] args)
    {
        dog scott = new dog("Scott","papillon", 5, "black");

        System.out.println(scott.toString());
    }
}

```

