

1 Classes and Objects

```

class Laptop {
    String brand;
    int price;
    void start() {
        System.out.println("Laptop is starting..."); }
}

public class Main {
    public static void main (String [] args) {
        Laptop myLaptop = new Laptop();
        myLaptop.brand = "HP";
        myLaptop.price = 70000;
        myLaptop.start(); }
}

```

2] Access Modifiers

```
class Book {  
    private String title;  
    public void setTitle(String newTitle) {  
        title = newTitle;  
    }  
    public String getTitle() {  
        return title;  
    }  
}  
  
public class Main {  
    public static void main(String[] args) {  
        Book b = new Book();  
        b.setTitle("The Great Gatsby");  
        System.out.println(b.getTitle());  
    }  
}
```

3] Inheritance and Protected Access

```
class Vehicle {
```

```
    protected String type = "Vehicle";
```

```
    void display() {
```

```
        System.out.println("This is a vehicle.");
```

```
}
```

```
class Car extends Vehicle {
```

```
    void horn() {
```

```
        System.out.println(type + " goes Beep Beep!");
```

```
}
```

```
public class Main {
```

```
    public static void main (String [] args) {
```

```
        Car c = new Car();
```

```
        c.display();
```

```
        c.horn();
```

```
}
```

1. Encapsulation

```
class wallet {  
    private double money; // data member  
    public void addMoney (double amount) {  
        if (amount > 0) {  
            money += amount;  
        }  
    }  
    public double getMoney () {  
        return money;  
    }  
}  
public class Main {  
    public static void main (String args)  
    {  
        wallet mywallet = new Wallet ();  
        myWallet.addMoney (300);  
        System.out.println (myWallet.getMoney());  
    }  
}
```