```java
package Person;

//Person class

public class Person {

	//This are private details - you can't access them until you make public.
	private int age;
	private String name;
	private float weight;



	// You make a "this" keyword can be used to refer current class instance variable.
	//The super keyword refers to superclass (parent) objects.It is used to call superclass methods, and to access the superclass constructor.
	public Person(int age, String name, float weight)
	{

		super();
		this.age = age;
		this.name = name;
		this.weight = weight;



	}

	// To make them public you need make setter and getters to access the private information.

	public int getAge() {
		return age;
	}

	public void setAge(int age) {
		this.age = age;
	}

	public String getName() {
		return name;
	}

	public void setName(String name) {
		this.name = name;
	}

	public float getWeight() {
		return weight;
	}

	// This is the constructor for walk.
	public void walk() {
	 System.out.println(name + " I am in walk.");
```

```
   }

      // This is the constructor for run.

    public void run(float distance) {
        System.out.println(name + " I am in run " + distance + " miles.");
    }

}

/**
 * -----------Theory of operation write-up-------
 * First of all the person variables were set to private.
 * So you need setters and getters to provide the variables use in other classes so,
that they will make them public.
 * Once public, you make constructors to call the variables that you call on in the
main class and other methods.
 * In the main class you call all the variables and print them out in the console. So
you can look at the end results.
 */
```

```
package Person;

//Main Class
public class Main {

      public static void main(String[] args) {

// make a new instance for the main class for the person created.

            Person person = new Person(25, "Bob" , (float)165.02);

            System.out.println("My name is " + person.getName());
            System.out.println("My weight is " + person.getWeight());
            System.out.println("My age is " + person.getAge());
            person.walk();
            person.run(10);
      }



}
```