

For this lab, create a folder with your name and save all your codes in it. You need to submit this folder at the end of the lab session.

1. Write a simple java code to print "Hello World!" on the screen, the save your code in **Hello.java** file.

```
1. public class Hello {
2.     public static void main(String[] args) {
3.         System.out.println("Hello World");
4.     }
5. }
6.
```

2. Write a java program to implement a 'Car' class as follows:
 - a. declare 3 global attributes: brand, model, year.
 - b. create a car object and initialize all the attributes with some value.
 - c. Print the attribute values of the car object within the main method.
 - d. Save your code in **Car.java** file.

```
public class Car {
    // Declare 3 global attributes
    String brand;
    String model;
    int year;

    // Constructor to initialize the attributes
    public Car(String brand, String model, int year) {
        this.brand = brand;
        this.model = model;
        this.year = year;
    }

    // Main method to create a Car object and print the attributes
    public static void main(String[] args) {
        // Create a Car object and initialize the attributes
        Car myCar = new Car("Toyota", "Corolla", 2020);

        // Print the attribute values of the car object
        System.out.println("Brand: " + myCar.brand);
        System.out.println("Model: " + myCar.model);
        System.out.println("Year: " + myCar.year);
    }
}
```

3. Write a java code to implement a "Book" class as follows:
 - a. declare 2 global attributes: title, author.
 - b. Write an explicit constructor method that accepts 2 parameters for the global variables and assign the values to the created object.
 - c. Write getter and setter methods for the global variables.
 - d. Save your file as **Book.java**
 - e. Now, implement the main method inside Main class, in a separate **Main.java** file.
 - f. create and initialize an array containing 2 'Book' objects using the constructor you created earlier.
 - g. Print the attribute values of the 2 book objects inside the array using a for loop.

```
class BookOb{
    private String title;
    private String author;

    public BookOb(String title, String author){
        this.title = title;
        this.author = author;
    }

    public String getTitle(){
        return title;
    }

    public void setTitle(String title){
        this.title = title;
    }

    public String getAuthor(){
        return Author;
    }

    public void setAuthor(String author){
        this.author = author;
    }

    public static void main(String[] args) {
        // Create and initialize an array containing 2 Book objects
        BookOb[] books = new BookOb[2];
        books[0] = new Book("To Kill a Mockingbird", "Harper Lee");
        books[1] = new Book("1984", "George Orwell");

        // Print the attribute values of the 2 book objects inside the array using a for loop
        for (int i = 0; i < books.length; i++) {
            System.out.println("Book " + (i + 1) + ":");
            System.out.println("Title: " + books[i].getTitle());
            System.out.println("Author: " + books[i].getAuthor());
            System.out.println();
        }
    }
}
```