import java.util.\*;

interface Vehicle{

int speed=0;

int gear=0;

abstract void speedUp(int x);

abstract void gearIncrease(int x);

abstract void gearDecrease(int x);

abstract void breakApply(int x);

}

class Bicycle implements Vehicle{

int speed=0;

int gear=0;

public void speedUp(int x){

this.speed+=x;

}

public void gearIncrease(int x)

{

this.gear+=x;

}

public void gearDecrease(int x)

{

this.gear-=x;

}

public void breakApply(int x)

{

this.speed-=x;

}

}

class Bike implements Vehicle{

int speed=0;

int gear=0;

public void speedUp(int x){

this.speed+=x;

}

public void gearIncrease(int x)

{

this.gear+=x;

}

public void gearDecrease(int x)

{

this.gear-=x;

}

public void breakApply(int x)

{

this.speed-=x;

}

}

class Car implements Vehicle{

int speed=0;

int gear=0;

public void speedUp(int x){

this.speed+=x;

}

public void gearIncrease(int x)

{

this.gear+=x;

}

public void gearDecrease(int x)

{

this.gear-=x;

}

public void breakApply(int x)

{

this.speed-=x;

}

}

public class ass5 {

public static void main(String[] args) {

Scanner in =new Scanner(System.in);

Car c=new Car();

c.speedUp(1);

c.gearIncrease(1);

System.out.println("Car State : ");

System.out.println("speed : "+c.speed+" gear : "+c.gear);

Bike bk=new Bike();

bk.speedUp(2);

bk.gearIncrease(2);

System.out.println("Bike State : ");

System.out.println("speed : "+bk.speed+" gear : "+bk.gear);

Bicycle b=new Bicycle();

b.speedUp(2);

b.gearIncrease(1);

System.out.println("Bicycle State : ");

System.out.println("speed : "+b.speed+" gear : "+b.gear);

}

}