```java
public class Car {
    private String color;
    private String plateNo;
    private String chassisNo;
    private String brand; // <-- ADD THIS LINE

    // no argument constructor
    public Car() {
        this.brand = "No Brand"; // <-- ADD THIS LINE
        this.color = "No Color";
        this.plateNo = "No PlateNumber";
        this.chassisNo = "No Chassis No Yet!";
    }

    // parameterized constructor
    public Car(String brand, String color, String plateNo, String chassisNo) { // <-- ADD 'brand' PARAMETER
        this.brand = brand; // <-- ADD THIS LINE
        this.color = color;
        this.plateNo = plateNo;
        this.chassisNo = chassisNo;
    }

    //----------- methods ---------------------------------
    public void displayInfo() {
        String info = "";
        info += "Brand: " + this.brand; // <-- ADD THIS LINE
        info += "\nColor: " + this.color;
        info += "\nPlateNo: " + this.plateNo;
        info += "\nChassisNo: " + this.chassisNo;
        System.out.println(info);
        System.out.println(x:"--------------------"); // Added for better readability
    }
}
```

```java
public class CarTester {

    Run | Debug
    public static void main(String[] args) {

        // Array holding the ten car names
        String[] carBrands = {
            "Toyota", "Ford", "Honda", "Volkswagen", "Hyundai",
            "Tesla", "Nissan", "Chevrolet", "Mercedes-Benz", "Kia"
        };

        System.out.println(x:"Creating Car Objects...\n");

        // Loop through the array of car brands
        for (String brand : carBrands) {
            // For each brand, create a new Car object.
            // We are using placeholder data for color, plate, and chassis numbers.
            Car myCar = new Car(brand, "Black", "ABC-123", "XYZ-789");

            // Display the information for the newly created car
            myCar.displayInfo();
        }
    }
}
```

```java
public class Animalka {
    Run | Debug
    public static void main(String[] args) {
        // 1. Create a new Bird object with the specified breed "Canary"
        Bird bird1 = new Bird(name:"Harry", breed:"Canary");

        // 2. Create a second Bird object using the default constructor
        Bird bird2 = new Bird();

        // 3. Print the initial details of the first bird
        System.out.println(bird1.getData()); // Output -> Name: Tweety, Breed: Canary

        // 4. Set the name and breed for the second bird
        bird2.setName(name:"Mike");
        bird2.setBreed(breed:"Lovebird");

        // 5. Print the details of the second bird after modifying it
        System.out.println(bird2.getData()); // Output -> Name: Zazu, Breed: Hornbill
    }
}
```

```java
public class Bird {
    // Attributes (instance variables)
    private String name;
    private String breed;

    /**
     * Constructor to create a bird with a specific name and breed.
     */
    public Bird(String name, String breed) {
        this.name = name;
        this.breed = breed;
    }

    /**
     * Default constructor for creating a bird without initial values.
     */
    public Bird() {
        // Initializes with default null values
    }

    /**
     * Gets the bird's name. (Getter)
     * @return the name of the bird
     */
    public String getName() {
        return name;
    }

    /**
     * Sets or changes the bird's name. (Setter)
     * @param name the new name for the bird
     */
    public void setName(String name) {
        this.name = name;
    }

    /**
     * Gets the bird's breed. (Getter)
     * @return the breed of the bird
     */
    public String getBreed() {
        return breed;
    }

    /**
     * Sets or changes the bird's breed. (Setter)
     * @param breed the new breed for the bird
     */
    public void setBreed(String breed) {
        this.breed = breed;
    }

    /**
     * Returns a string with all the bird's data.
     * @return formatted string of the bird's details
     */
    public String getData() {
        return "Name: " + this.name + ", Breed: " + this.breed;
    }
}
```