

```

1 public class Animalka {
    Run | Debug
2     public static void main(String[] args) {
3         // 1. Create a new Bird object with the specified breed "Canary"
4         Bird bird1 = new Bird(name:"Harry", breed:"Canary");
5
6         // 2. Create a second Bird object using the default constructor
7         Bird bird2 = new Bird();
8
9         // 3. Print the initial details of the first bird
10        System.out.println(bird1.getData()); // Output -> Name: Tweety, Breed: Canary
11
12        // 4. Set the name and breed for the second bird
13        bird2.setName(name:"Mike");
14        bird2.setBreed(breed:"Lovebird");
15
16        // 5. Print the details of the second bird after modifying it
17        System.out.println(bird2.getData()); // Output -> Name: Zazu, Breed: Hornbill
18    }
19 }

```

```

1 public class Bird {
2     // Attributes (instance variables)
3     private String name;
4     private String breed;
5
6     /**
7      * Constructor to create a bird with a specific name and breed.
8      */
9     public Bird(String name, String breed) {
10         this.name = name;
11         this.breed = breed;
12     }
13
14     /**
15      * Default constructor for creating a bird without initial values.
16      */
17     public Bird() {
18         // Initializes with default null values
19     }
20
21     /**
22      * Gets the bird's name. (Getter)
23      * @return the name of the bird
24      */
25     public String getName() {
26         return name;
27     }
28 }

```