**Create a class Car with 5 properties and 3 behaviors. Create 3 objects and initialize the data members with some values and display the result. using object of car call the member methods.**

**Car.java**

public class Car {

String company, model, color, fuel;

double price;

public void display(){

System.out.println("\nCar Details");

System.out.println("----------------");

System.out.printf(" Company : %s\n Model : %s\n colour : %s\n Fuel : %s\n price : %f\n", company, model, color, fuel, price);

System.out.println();

}

public void start(){

System.out.printf("\n%s colour %s %s car started\n", color, company, model);

}

public void move(){

System.out.printf("\n%s colour %s %s car is moving\n", color, company, model);

}

public void stop(){

System.out.printf("\n%s colour %s %s car stopped\n", color, company, model);

}

}

**Run.java**

class Run{

public static void main(String[] felight){

Car obj1, obj2, obj3, obj4, obj5;

obj1 = new Car();

obj1.company = "Hyundai";

obj1.model = "Santro";

obj1.color = "Beige";

obj1.fuel = "Petrol";

obj1.price = 460000;

obj1.display();

obj1.start();

obj1.move();

obj1.stop();

obj2 = new Car();

obj2.company = "Ford";

obj2.model = "Figo";

obj2.color = "Red";

obj2.fuel = "Diesel";

obj2.price = 650000;

obj2.display();

obj2.start();

obj2.move();

obj2.stop();

obj3 = new Car();

obj3.company = "Honda";

obj3.model = "Brio";

obj3.color = "Blue";

obj3.fuel = "Petrol";

obj3.price = 600000;

obj3.display();

obj3.start();

obj3.move();

obj3.stop();

obj4 = new Car();

obj4.company = "Volkswagen";

obj4.model = "Polo";

obj4.color = "Green";

obj4.fuel = "Diesel";

obj4.price = 675000;

obj4.display();

obj4.start();

obj4.move();

obj4.stop();

obj5 = new Car();

obj5.company = "Renault";

obj5.model = "Kwid";

obj5.color = "Orange";

obj5.fuel = "Petrol";

obj5.price = 400000;

obj5.display();

obj5.start();

obj5.move();

obj5.stop();

System.out.println("Vidhya Gayathri\nFrom\nCode Ignitors2");

}

}



