1. **Explain the difference between object and class!**

* **Class**: A blueprint or template that defines attributes (fields) and behaviors (methods). Example: Sepeda is a class.
* **Object**: An instance of a class that has real data stored in it. Example: Sepeda spd1 = new Sepeda(); creates an object spd1 from the class Sepeda.

1. **State your reason why color and engine type can be classified as attribute for car object!**  
   Because **color** and **engine type** describe the **characteristics (state)** of a car. Attributes represent properties of an object, and for a car, its color and engine type are essential properties that differentiate one car from another.
2. **State one of OOP better point than procedural programming!**  
   OOP provides *encapsulation*, which means data (attributes) and methods (behaviors) are bundled inside classes. This makes code more **organized, reusable, and easier to maintain** compared to procedural programming.
3. **Is it allowed to define two attributes in one line code such “public String nama, alamat;”?**  
   Yes, it is allowed. You can declare multiple variables of the same type in one line. Example:

public String nama, alamat;

This declares two attributes nama and alamat, both of type String.

1. **In SepedaGunung class, state your reason why merk, kecepatan, and gear attributes are not written again in this class!**  
   Because SepedaGunung is a subclass of Sepeda (it extends Sepeda). Therefore, it **inherits** the attributes merek, kecepatan, and gear from the parent class Sepeda. There is no need to rewrite them, since inheritance allows code reuse and extension of functionality.