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Write a java program to create class called smartphone with private instance brand, model and storage capacity provide public getter and setter method to access and modify the variable add a method called increasestorage() that takes an integer value and increases the storage of that value.

```
public class Smartphone {  
    private String brand;  
    private String model;  
    private int storageCapacity;  
  
    public Smartphone(String brand, String model, int storageCapacity) {  
        this.brand = brand;  
        this.model = model;  
        this.storageCapacity = storageCapacity;  
    }  
  
    public String getBrand() {  
        return brand;  
    }  
  
    public String getModel() {  
        return model;  
    }  
  
    public int getStorageCapacity() {  
        return storageCapacity;  
    }  
  
    public void setBrand(String brand) {  
        this.brand = brand;  
    }  
  
    public void setModel(String model) {
```

```

        this.model = model;
    }

    public void setStorageCapacity(int storageCapacity) {
        this.storageCapacity = storageCapacity;
    }

    public void increaseStorage(int value) {
        this.storageCapacity += value;
    }

    public static void main(String[] args) {
        Smartphone phone = new Smartphone("Samsung", "Galaxy S22", 256);
        System.out.println("Initial Storage Capacity: " + phone.getStorageCapacity() + "GB");
        phone.increaseStorage(512);
        System.out.println("Storage Capacity after increase: " + phone.getStorageCapacity() +
"GB");
    }
}

```

OUTPUT:

```

c:\java programs>java Smartphone.java
Initial Storage Capacity: 256GB
Storage Capacity after increase: 768GB

```