**package** pillar;

**public** **class** Animal {

**private** String name;

**private** **int** age;

// Constructor

**public** Animal(String name, **int** age) {

**this**.name = name;

**this**.age = age;

}

// Getter methods

**public** String getName() {

**return** name;

}

**public** **int** getAge() {

**return** age;

}

// Setter methods

**public** **void** setName(String name) {

**this**.name = name;

}

**public** **void** setAge(**int** age) {

**this**.age = age;

}

// Behavior methods

**public** **void** makeSound() {

System.***out***.println(name + " is making a sound");

}

// Main method

**public** **static** **void** main(String[] args) {

// Creating objects of Animal class

Animal dog = **new** Animal("Max", 5);

Animal cat = **new** Animal("Whiskers", 3);

// Accessing data members of objects using getter methods

System.***out***.println(dog.getName() + " is " + dog.getAge() + " years old");

System.***out***.println(cat.getName() + " is " + cat.getAge() + " years old");

// Calling behavior methods of objects

dog.makeSound();

cat.makeSound();

// Modifying data members of objects using setter methods

dog.setName("Charlie");

cat.setAge(4);

// Accessing modified data members of objects using getter methods

System.***out***.println(dog.getName() + " is " + dog.getAge() + " years old");

System.***out***.println(cat.getName() + " is " + cat.getAge() + " years old");

}

}

