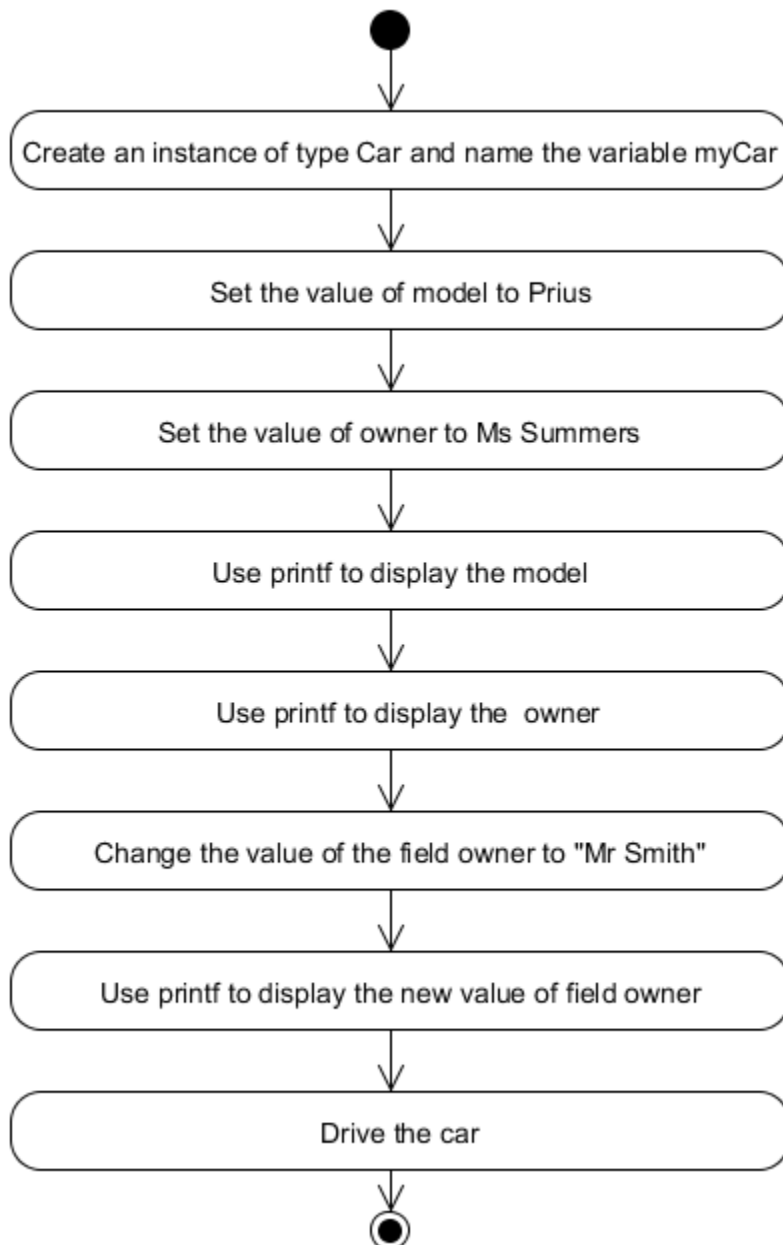# CS1400 Lab Car

Download `Car.java` from Canvas. Its implementation corresponds to the UML class diagram on the right.
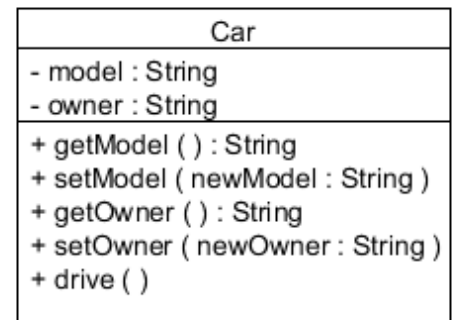In the same directory where you have the file `Car.java` create another file called `CarApp.java`
The class `CarApp` includes the main method. Implement the main method as described below.

main method:

```
●
│
▼
( Create an instance of type Car and name the variable myCar )
│
▼
( Set the value of model to Prius )
│
▼
( Set the value of owner to Ms Summers )
│
▼
( Use printf to display the model )
│
▼
( Use printf to display the  owner )
│
▼
( Change the value of the field owner to "Mr Smith" )
│
▼
( Use printf to display the new value of field owner )
│
▼
( Drive the car )
│
▼
◉
```

UML Class Diagram:

Car
- model : String
- owner : String
+ getModel ( ) : String
+ setModel (newModel : String)
+ getOwner ( ) : String
+ setOwner (newOwner : String)
+ drive ( )

Output:
```
Model: Prius
Owner: Ms Summer
New owner: Mr. Smith
vroom
```