**Object oriented programming work**

**Cars Work – Darren Butler**

import java.util.Scanner;

public class carsTest {

public static void main(String[] args) {

Scanner userInput = new Scanner(System.in);

System.out.println("You have 5 cars. Set the specs!");

cars[] carList = new cars[5];

//NEW object made with constructor

cars Ford = new cars("Explorer", 4, "Dunno", 4, "blue");

Ford.aboutCar();

for(cars car: carList){ // class referenceName: arrayName

System.out.println("What is the Model?");

car.setModel(userInput.next());

System.out.println("How many wheels?");

car.setNumberOfWheels(userInput.nextInt());

System.out.println("What type of engine?");

car.setEngine(userInput.next());

System.out.println("How many doors?");

car.setNumberOfDoors(userInput.nextInt());

System.out.println("What color?");

car.setColor(userInput.next());

}

}

}

public class cars {  
 private String model;  
 private int numberOfWheels;  
 private String engine;  
 private int numberOfDoors;  
 private String color;  
  
 //public class name ... This is a class constructor  
 /\* \*/  
 public cars(String model, int numberOfWheels, String engine, int numberOfDoors, String color){  
 this.model = model;  
 this.numberOfWheels = numberOfWheels;  
 this.engine = engine;  
 this.numberOfDoors = numberOfDoors;  
 this.color = color;  
 }  
  
 /\*Print the specifications of the car\*/  
 public void aboutCar(){  
 System.*out*.println("Car specs:");  
 System.*out*.println("The color is" + this.color);  
 }  
  
 void setModel(String model){  
 this.model = model;  
 }//End setModel method  
  
 String getModel(){  
 return this.model;  
 }//End getModel method  
  
 public String getEngine() {  
 return engine;  
 }//End getter for engine  
  
 public void setEngine(String engine) {  
 this.engine = engine;  
 }//End setter for engine  
  
 public void setNumberOfWheels(int numberOfWheels) {  
 this.numberOfWheels = numberOfWheels;  
 }//End setter for number of wheels  
  
 public int getNumberOfDoors() {  
 return numberOfDoors;  
 }//End getter for number of doors  
  
 public void setNumberOfDoors(int numberOfDoors) {  
 this.numberOfDoors = numberOfDoors;  
 }//End setter for number of doors  
  
 public String getColor() {  
 return color;  
 }//End getter for color  
  
 public void setColor(String color) {  
 this.color = color;  
 }//End setter for color  
}