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Intermediate Java Programming

Module1\ Assignment 1.3 Constants

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class Fan

{

public static final int SLOW=1,STOPPED=0,MEDIUM=2,FAST=3;

boolean f\_on;

int speed;

String color;

double radius;

Fan()

{

f\_on=false;

speed=STOPPED;

color="WHITE";

radius=6;

}

Fan(int speed,double radius,String color,boolean f\_on)

{

this.f\_on=f\_on;

this.speed=speed;

this.color=color;

this.radius=radius;

}

void Showdata()

{

if(f\_on==true)

{

System.out.println("Fan is on \n the speed is ="+speed+"\n the color is ="+color+"\n the radius is ="+radius);

}

else

{

System.out.println("Fan is off \n the color of fan is ="+color+"\n the radius of fan is ="+radius);

}

}

public static void main(String [] args)

{

Fan objt = new Fan();

Fan objt1 = new Fan(MEDIUM,8,"bLUE",true);

objt.Showdata();

objt1.Showdata();

}

}

