

IT22050

1. class vehicle {

string paint/color;

int maxspeed;

void mov () {

system.out.println("Fitz is moving");

}

public class main {

public static void main (String [] args)

Vehicle myVehicle = new Vehicle();

myVehicle.paint/color = "Red";

myVehicle.maxspeed = 100;

myVehicle.move();

```
2. class Employee {
```

```
    private String employeeName;
```

```
    public void setEmployeeName(String  
        newEmployeeName) {
```

```
        employeeName = newEmployeeName;
```

```
}
```

```
    public String getEmployeeName() {  
        return employeeName;
```

```
}
```

```
}  
public class main2 {
```

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

```
        Employee emp = new Employee();
```

```
        emp.setEmployeeName("Amitoj");
```

```
        System.out.println(emp.getEmployeeName());
```

```
}
```



```
3. class raj {  
    protected String category; // creature  
    void show () { System.out.println("The  
        end
```

```
}  
class r extends raj {  
    void makeSound () {  
        System.out.println(category + " says fr
```

```
}  
public class Main3 {  
    public static void main (String [] args)  
    {  
        r robj = new r();  
        robj.show();  
        robj.makeSound();  
    }  
}
```

```
9. class wallet {  
    private double total Amount;  
    public void addMoney (double amount) {  
        if (amount > 0) total Amount + = amount;
```

```
    }  
    public double getTotal Amount () {  
        return total Amount;  
    }  
}
```

```
public class Main4 {  
    public static void main (String [] args) {  
        wallet mywallet = new wallet ();  
        mywallet.addMoney (amount. 600);  
        System.out.println (mywallet.getTotalAmount());  
    }  
}
```

9.



5. interface Fieroj {  
void makeNoise();

7  
class kitten implements Fieroj {  
public void makeNoise() {  
System.out.println("meow");

7  
7  
public class main {  
public static void main (String[] args) {  
kitten kittenObj = new kitten();  
kittenObj.makeNoise();

7

7