30. Write a Java program to create a class called "Dog" with a name and breed attribute. Create two instances of the "Dog" class, set their attributes using the constructor and modify the attributes using the setter methods and print the updated values.

Buddy is a Golden Retriever.
Charlie is a Bulldog.

Set the new Breed of dog1 and new name of dog2:
Buddy is now a Labrador Retriever.
Daisy is now a Bulldog.

```java
class Dog {
    private String name;
    private String breed;

    public Dog(String name, String breed) {
        this.name = name;
        this.breed = breed;
    }

    // Getter methods
    public String getName() {
        return name;
    }

    public String getBreed() {
        return breed;
    }

    // Setter methods
    public void setName(String name) {
        this.name = name;
    }

    public void setBreed(String breed) {
        this.breed = breed;
    }
}

public class Exercise30 {
    public static void main(String[] args) {
        // Creating instances of Dog class
        Dog dog1 = new Dog("Buddy", "Golden Retriever");
        Dog dog2 = new Dog("Charlie", "Bulldog");

        // Printing initial values
        System.out.println("Initial values:");
```

```java
        System.out.println("Dog1 - Name: " + dog1.getName() + ", Breed: " +
dog1.getBreed());
        System.out.println("Dog2 - Name: " + dog2.getName() + ", Breed: " +
dog2.getBreed());

        // Modifying attributes using setter methods
        dog1.setBreed("Labrador Retriever");
        dog2.setName("Daisy");

        // Printing updated values
        System.out.println("\nUpdated values:");
        System.out.println("Dog1 - Name: " + dog1.getName() + ", Breed: " +
dog1.getBreed());
        System.out.println("Dog2 - Name: " + dog2.getName() + ", Breed: " +
dog2.getBreed());
    }
}
```