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Steps for Creating Object Oriented Programming

Step 1 - Create B.C and C.C class in the package.

Step 2 - Create the Object based on the B.C class mode E.C
class {main method}

Step 3 - Define all the object properties and behavior inside
the B.C class based on your imagination. {Thinking}

Step 4 - Initialize all the object properties with user friendly value by using reference variable.
{eg. colorNumber = 201}

Step 5 - Call the behavior (calling the non static methods)
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