// MotorcycleApp.java (Access the Motorcycle class with the updated attributes and setters/getters)

class MotorcycleApp {

public static void main(String[] args) {

// Create instances of Motorcycle with attributes

Motorcycle honda = new Motorcycle("Honda", 2, 200);

Motorcycle yamaha = new Motorcycle("Yamaha", 3, 180);

Motorcycle skygo = new Motorcycle("Skygo",5, 1000);

// Access and display the attributes using getters

System.out.println("Motorcycle Name: " + honda.getName());

System.out.println("Starting at Seconds: " + honda.getStartingAtSeconds());

System.out.println("Power Speed: " + honda.getPowerSpeed());

System.out.println("Motorcycle Name: " + yamaha.getName());

System.out.println("Starting at Seconds: " + yamaha.getStartingAtSeconds());

System.out.println("Power Speed: " + yamaha.getPowerSpeed());

System.out.println("Motorcycle Name: " + skygo.getName());

System.out.println("Starting at Seconds: " + skygo.getStartingAtSeconds());

System.out.println("Power Speed: " + skygo.getPowerSpeed());

}

}