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## Coding Bootcamp 4

### Exercise 1 –Java Stream

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1. Create a simple class that describes a Car. The class must have the following properties:
  - a. color (String)
  - b. numberOfDoors (int)
  - c. price (double)

The class must contain the following methods:

- a. two constructors:
    - One without arguments that initializes color to white, numberOfDoors to 5 and price to 5000
    - The second initializes the fields based on the given arguments
  - b. getters/setters
  - c. toString method
2. Create two instances of the Car class *car1* and *car2* (using the different constructors)
  3. Print them
  4. Change the price of *car1* to 10.000
  5. Print *car1* again