**Assignment No.**: 1  
**Assignment Name**: Implementing a Small OOP Project

**Java Program:**

// Class representing a Student

class Student {

// Fields (Attributes)

private String name;

private int age;

private String studentId;

// Constructor to initialize the student

public Student(String name, int age, String studentId) {

this.name = name;

this.age = age;

this.studentId = studentId;

}

// Getter and Setter methods for name, age, and studentId

public String getName() {

return name;

}

public void setName(String name) {

this.name = name;

}

public int getAge() {

return age;

}

public void setAge(int age) {

this.age = age;

}

public String getStudentId() {

return studentId;

}

public void setStudentId(String studentId) {

this.studentId = studentId;

}

// Method to display student details

public void displayDetails() {

System.out.println("Student Name: " + name);

System.out.println("Student Age: " + age);

System.out.println("Student ID: " + studentId);

}

}

// Main class to test the Student class and demonstrate OOP concepts

public class OOPExample {

public static void main(String[] args) {

// Creating an object of Student class

Student student1 = new Student("John Doe", 20, "S12345");

// Calling method to display details of student

student1.displayDetails();

// Changing student details using setter methods

student1.setName("Jane Smith");

student1.setAge(21);

student1.setStudentId("S54321");

// Display updated student details

System.out.println("\nUpdated Student Details:");

student1.displayDetails();

}

}