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| --- |
| /\* |
|  | \* To change this license header, choose License Headers in Project Properties. |
|  | \* To change this template file, choose Tools | Templates |
|  | \* and open the template in the editor. |
|  | \*/ |
|  | package garage; |
|  |  |
|  | /\*\* |
|  | \* |
|  | \* @author Administrator |
|  | \*/ |
|  | public abstract class Vehicle { |
|  |  |
|  | private boolean body; |
|  | private int engineSize; |
|  | private boolean indicators; |
|  |  |
|  | @Override |
|  | public String toString() { |
|  | return "Vehicle{" + "body=" + body + ", engineSize=" + engineSize + ", indicators=" + indicators + '}'; |
|  | } |
|  |  |
|  | public void setBody(boolean body) { |
|  | this.body = body; |
|  | } |
|  |  |
|  | public void setEngineSize(int engineSize) { |
|  | this.engineSize = engineSize; |
|  | } |
|  |  |
|  | public void setIndicators(boolean indicators) { |
|  | this.indicators = indicators; |
|  | } |
|  |  |
|  | public boolean isBody() { |
|  | return body; |
|  | } |
|  |  |
|  | public int getEngineSize() { |
|  | return engineSize; |
|  | } |
|  |  |
|  | public boolean isIndicators() { |
|  | return indicators; |
|  | } |
|  |  |
|  | public Vehicle(boolean body, int engineSize, boolean indicators) { |
|  | this.body = body; |
|  | this.engineSize = engineSize; |
|  | this.indicators = indicators; |
|  | } |
|  |  |
|  |  |
|  | } |