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Bicycle.java

```
public class Bicycle{//open class
```

```
    //instance variables
```

```
    private int Speed;
```

```
    private int Gears;
```

```
    //class variable
```

```
    private static int BicycleCount = 0;
```

```
    public Bicycle(){//open constructor
```

```
        this.Speed = 0;
```

```
        this.Gears = 0;
```

```
        BicycleCount++;
```

```
    }//close constructor
```

```
    public Bicycle(int speed, int gears){//open constructor
```

```
        this.Speed = speed;
```

```
        this.Gears = gears;
```

```
        BicycleCount++;
```

```
    }//close constructor
```

```
    public int getSpeed(){//open Speed getter
```

```
        return this.Speed;
```

```
    }//close Speed getter
```

```

    public void setSpeed(int speed){//open setter
        this.Speed = speed;
    }//close setter

    public int getGears(){//open getter
        return this.Gears;
    }//close getter

    public void setGears(int gears){//open setter
        this.Gears = gears;
    }//close setter

    public int getCount(){//open getter
        return BicycleCount;
    }//close getter

} //close class

BicycleTest.java

public class BicycleTest{//open class

    public static void main(String[] args){//open main method

        //create 3 Bicycle objects using both types of constructors

        Bicycle a = new Bicycle();

        Bicycle b = new Bicycle(20,5);

```

```
Bicycle c = new Bicycle(35,7);
```

```
//Testing getter and setter methods.
```

```
System.out.println("Bicycle B Speed: "+b.getSpeed()+"", Gears: "+b.getGears());
```

```
a.setSpeed(25);
```

```
a.setGears(6);
```

```
System.out.println("Bicycle A Speed: "+a.getSpeed()+"", Gears: "+a.getGears());
```

```
System.out.println("Number of Bicycles Created: "+a.getCount());
```

```
//Three ways of getting rid of an objects reference:
```

```
//assigning a new object to the same reference variable
```

```
a = new Bicycle();
```

```
//setting value of the reference variable to null
```

```
b = null;
```

```
//reference only used in method, such as Test below
```

```
Test();
```

```
}//close main method
```

```
public static void Test(){//open Test method
```

```
    Bicycle temp = new Bicycle();
```

```
}//close Test method
```

```
}//close class
```

```
D:\Users\marti\Files\Programming\Java\OOP2\Assignment5>java BicycleTest
Bicycle B Speed: 20, Gears: 5
Bicycle A Speed: 25, Gears: 6
Number of Bicycles Created: 3
```