public class Vehicle

{

// instance variables (aka attributes, aka fields)

private String name;

private int wheels;

public Vehicle(String name, int wheels)

{

this.name = name;

this.wheels = wheels;

}

// getter methods for instance variables

public String getName()

{

return name;

}

public int getWheels()

{

return wheels;

}

// public methods (aka behaviors)

public void move(int distance)

{

// code to move

System.out.println("I just moved " + distance + "!");

}

public void turn(int degreesToTurn)

{

// code to turn

System.out.println("I just turned " + degreesToTurn + " degrees!");

}

public void brake(double brakePercent)

{

// code to brake

System.out.println("I just applied the brakes at " + (brakePercent \* 100) + "%!");

}

}

public class Car extends Vehicle

{

// instance variables (aka attributes, aka fields)

private String fabric;

public Car(String name, int wheels, String fabric)

{

super(name, wheels);

this.fabric = fabric;

}

// getter methods for instance variables

public String getFabric()

{

return fabric;

}

// public methods (aka behaviors)

public void honk()

{

// write some code here to honk, etc.

System.out.println("Honk honk! Get outta the way!");

}

public void lockDoors()

{

// write some code here to lock doors, etc.

System.out.println("Doors Locked, Car Secure");

}

}

public class VehicleRunner

{

public static void main(String[] args)

{

// testing all available methods on a Vehicle object

Vehicle myVehicle = new Vehicle("Some Vehicle", 6);

System.out.println(myVehicle.getName());

System.out.println(myVehicle.getWheels());

myVehicle.move(10);

myVehicle.turn(90);

myVehicle.brake(0.25);

// testing all available methods on a Car object

Car myCar = new Car("Honda Civic", 4, "leather");

System.out.println(myCar.getName()); // inherited method

System.out.println(myCar.getWheels()); // inherited method

System.out.println(myCar.getFabric()); // method ONLY available on Car objects

myCar.move(30); // inherited method

myCar.turn(-90); // inherited method

myCar.brake(0.50); // inherited method

myCar.honk(); // method ONLY available on Car objects

myCar.lockDoors(); // method ONLY available on Car objects

// ---- WRITE YOUR TEST CODE BELOW! ----

// testing all available methods on a Bicycle object

}

}