**Terminology, Classes and Objects**

**public** **class** RemoteApp {

**public** **static** **void** main(String[] args) {

Remote remote1 = **new** Remote();

Remote remote2 = **new** Remote();

remote1.setOn();

remote2.isOn=**false**;

// remote2.setOff();

System.***out***.println(remote2.isOn);

//System.out.println("Monitor is " + monitor1.isOn);

**if** (remote1.isOn == **true**)

{

System.***out***.println("Monitor1 is on.");

}

**else** {

System.***out***.println("Monitor1 is off.");

}

}

}

// End of the RemoteApp

// classes go here

**class** Remote

{

// property

**public** **boolean** isOn;

// private boolean isOn => Void Main cannot be called

// method

**public** **void** setOn()

{

isOn = **true**;

}

**public** **void** setOff()

{

isOn = **false**;

}

}

**CLASS DIAGRAM**

