**CODE :**

import java.util.Scanner;

public class Bag

{

    Bag()

    {

        weight = 1;

        color ="Green";

        System.out.printf("\nThe weight is %f and the color is %s ", weight , color);

    }

    static Scanner inp = new Scanner(System.in);

    float weight;

    static float total\_wt;

    int total\_obj;

    String color;

    Bag(double a)

    {

        System.out.println("\nEnter the weight of the Object >  ");

        weight = inp.nextFloat();

        System.out.println("\nEnter the color of the Object > ");

        color = inp.next();

        System.out.printf("\nThe weight is %f and the color is %s ", weight , color);

    }

    Bag(int wt)

    {

        System.out.println("\nEnter the Weight of object > ");

        weight = inp.nextFloat();

        color = "Green";

        System.out.printf("\nThe weight is %f and the color is %s \n", weight , color);

    }

    Bag(String col)

    {

        System.out.println("\nEnter the Color of object > ");

        weight = 1;

        color = inp.next();

        System.out.printf("\nThe weight is %f and the color is %s ", weight , color);

    }

    void add(float []bag\_wt, String []bag\_col, Bag obj)

    {

        total\_obj++;

        bag\_wt[total\_obj] = obj.weight;

        bag\_col[total\_obj] = obj.color;

    }

    public static void main(String[] args)

    {

        int n;

        System.out.println("\nEnter the number of Objects > > > ");

        n = inp.nextInt();

        float []bag\_wt = new float[n];

        String []bag\_col = new String[n];

        int ch;

        do

        {

            System.out.println("\n1.Add object with color \n2.Add object with weight \n3.Add object with both color and weight \n4.Add a default object \n5.Exit");

            ch = inp.nextInt();

            switch(ch)

            {

            case 1:

                Bag obj1 = new Bag("Black");

                obj1.add(bag\_wt, bag\_col, obj1);

                break;

            case 2:

                Bag obj2 = new Bag(1);

                obj2.add(bag\_wt, bag\_col, obj2);

                break;

            case 3:

                Bag obj3 = new Bag(1.1);

                obj3.add(bag\_wt, bag\_col, obj3);

                break;

            case 4:

                Bag obj4 = new Bag();

                obj4.add(bag\_wt, bag\_col, obj4);

                break;

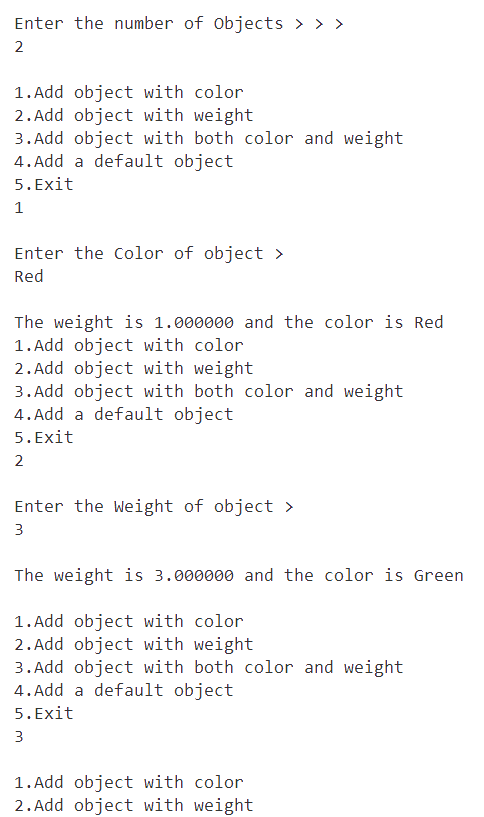
            }

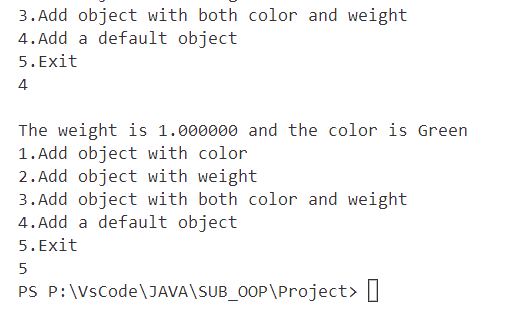
        }while(ch != 5);

    }

}

**OUTPUT:**

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