**Create a abstract class Car with abstract methods carColor and carModel .. The class Suzuki inherits car class method and implement it then class called Honda inherits car class method and implement it and class called BMW inherits car class method and implement it . Create a factory method to call the particular class objects based on our requirements based on the choice .**

**//Car class**

**package** p1;

**public** **abstract** **class** Car {

**abstract** String CarColor();

**abstract** String carModel();

}

**class** Suzuki **extends** Car{

@Override

String CarColor() {

**return** "Color:Black";

}

@Override

String carModel() {

**return** "Model:Maruti";

}

}

**class** Honda **extends** Car{

@Override

String CarColor() {

**return** "Color:Red";

}

@Override

String carModel() {

**return** "Model:Shine";

}

}

**class** BMW **extends** Car{

@Override

String CarColor() {

**return** "Color:White";

}

@Override

String carModel() {

**return** "Model:S";

}

}

**//Car factory class**

**package** p1;

**import** java.util.Scanner;

**public** **class** CarFactory {

**public** **static** Car getCarType(**char** choice)

{

Car car=**null**;

**if**(choice == 's')

car = **new** Suzuki( );

**else** **if**(choice == 'h')

car = **new** Honda( );

**else** **if**(choice == 'b')

car = **new** BMW( );

**return** car;

}

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

{

Scanner s = **new** Scanner(System.***in***);

Car ca;

System.***out***.println("Welcome to Car Showroom");

System.***out***.println("1.Suzuki(s)");

System.***out***.println("2.Honda(h)");

System.***out***.println("3.BMW(b)");

System.***out***.println("Enter u r choice :");

ca=*getCarType*(s.next().charAt(0));

System.***out***.println(ca.CarColor());

System.***out***.println(ca.carModel());

}

}