Code : interface Vehicle { public void changeGear(int a); public void speedUp(int a); public void applyBreaks(int a); public void display(); } class Bicycle implements Vehicle{ private int gear; private int speed; final int maxSpeed = 50;

```
@Override
public void changeGear(int a){
    if(a > 0){
        gear = a;
    }
    else{
        System.out.println("Gear cannot be Negative.");
    }
}
@Override
public void applyBreaks(int a) {
    speed -= a;
}
@Override
public void speedUp(int a){
    if(speed+a <= maxSpeed){</pre>
        speed += a;
    }
    else{
        System.out.println("Maximum Speed of Bicycle is " + maxSpeed);
    }
}
@Override
public void display(){
    System.out.println("Speed of Bicycle : " + speed);
    System.out.println("Gear of Bicycle : " + gear);
}
}
class Bike implements Vehicle private int gear; private int speed; final int
\max Speed = 180;
@Override
public void changeGear(int a){
    if(a > 0){
        gear = a;
    }
    else{
        System.out.println("Gear cannot be Negative.");
```

```
}
}
@Override
public void applyBreaks(int a) {
    speed -= a;
@Override
public void speedUp(int a){
    if(speed+a <= maxSpeed){</pre>
        speed += a;
    }
    else{
        System.out.println("Maximum Speed of Bike is " + maxSpeed);
    }
}
@Override
public void display(){
    System.out.println("Speed of Bike : " + speed);
    System.out.println("Gear of Bike : " + gear);
}
}
class Car implements Vehicle
{ private int gear; private int speed = 0; final int
\max Speed = 240;
@Override
public void changeGear(int a){
    if(a > 0){
        gear = a;
    }
    else{
        System.out.println("Gear cannot be Negative.");
}
@Override
public void applyBreaks(int a) {
    speed -= a;
}
@Override
public void speedUp(int a){
    if(speed+a <= maxSpeed){</pre>
```

```
speed += a;
    }
    else{
        System.out.println("Maximum Speed of Car is " + maxSpeed);
}
@Override
public void display(){
    System.out.println("Speed of Car : " + speed);
    System.out.println("Gear of Car : " + gear);
}
}
import java.util.Scanner; public class Main { public static void main(String[]
args) { Scanner sc = new Scanner(System.in); Bicycle b1 = new Bicycle(); Bike
b2 = \text{new Bike}(); \text{Car } c1 = \text{new Car}();
   while(true){
       System.out.println("\nSelect");
       System.out.println("1.Change Gear");
       System.out.println("2.Speed Up");
       System.out.println("3.Apply Break");
       System.out.println("4.Display Speed and Gear");
       System.out.println("5.Exit\n");
       int choice;
       System.out.print("Enter Your Choice : ");
       choice = sc.nextInt();
       System.out.println("");
       switch (choice){
           case 1:
                int tempGear;
                System.out.print("Enter the Gear That You Want to Change to: ");
                tempGear = sc.nextInt();
                b1.changeGear(tempGear);
               break;
           case 2:
                int tempSpeed;
                System.out.print("Enter The Value of Speed: ");
                tempSpeed = sc.nextInt();
                b1.speedUp(tempSpeed);
                break;
           case 3:
                System.out.print("Enter The Value of Speed That You Want to Decrement: ");
```

```
temp = sc.nextInt();
                b1.applyBreaks(temp);
                break;
            case 4:
                b1.display();
                break;
            case 5:
                System.out.println("Exiting The Program..");
                System.exit(0);
       }
   }
}
Output: Select 1. Change Gear 2. Speed Up 3. Apply Break 4. Display Speed and
Gear 5.Exit
Enter Your Choice: 1
Enter the Gear That You Want to Change to: 4
Select 1. Change Gear 2. Speed Up 3. Apply Break 4. Display Speed and Gear
5.Exit
Enter Your Choice: 2
Enter The Value of Speed: 50
Select 1. Change Gear 2. Speed Up 3. Apply Break 4. Display Speed and Gear
5.Exit
Enter Your Choice: 3
Enter The Value of Speed That You Want to Decrement: 10
Select 1. Change Gear 2. Speed Up 3. Apply Break 4. Display Speed and Gear
5.Exit
Enter Your Choice: 4
Speed of Bicycle : 40 Gear of Bicycle : 4
Select 1. Change Gear 2. Speed Up 3. Apply Break 4. Display Speed and Gear
5.Exit
Enter Your Choice: 5
Exiting The Program..
```