Question: Create a class Bicycle with three properties: color, size, and currentSpeed. The class has two methods. One is changeGear, which changes the gear of the bicycle, and the display method prints out the values of the three properties. We also have an object of the class Bicycle called a bicycle.

Code:

import 'dart:ui\_web';  
  
class Bicycle{  
 String colour;  
 int size;  
 int currentSpeed;  
  
 Bicycle(this.colour,this.size,this.currentSpeed);  
  
 void ChangeGear(int newSpeed){  
 currentSpeed=newSpeed;  
 }  
  
 void display(){  
 print("The colour is $colour");  
 print("The size is $size");  
 print("The current speed $currentSpeed");  
  
 }  
 void main(){  
  
 Bicycle bicycle=Bicycle('Black', 'Medium', 30);  
  
 print("Initial state of the bicycle:");  
 bicycle.display();  
  
 print("Changing the speed of the bicycle");  
 bicycle.ChangeGear(15);  
  
 print("New speed of the bicycle:");  
 bicycle.display();  
 }  
  
}