Class:  It is a template or blueprint from which objects are created.

Object: **An object is an instance of a class**. A class is a template or blueprint from which objects are created.

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Data type: int

Variable : temp

Value : 50

Int temp = 50

Private variable cannot be access outside of the class

1. Moterbike class

public class MoterBike {  
 private int speed;  
 void speed(){  
 System.*out*.println("Bike is moving");  
 }  
  
 void setSpeed(int speed){  
 this.speed = speed;  
 }  
 void printspeed(){  
 System.*out*.println(speed);  
 }  
}

2. MoterBikeRunner - main class

public class MoterBikeRunner {  
 public static void main(String[] args)  
 {  
 MoterBike dukati = new MoterBike();  
 MoterBike honda = new MoterBike();  
  
 dukati.speed();  
 honda.speed();  
  
 dukati.setSpeed(100);  
 honda.setSpeed(81);  
 dukati.printspeed();  
 honda.printspeed();  
 }  
  
}

Output:

Bike is moving

Bike is moving

100

81

Constructor

//Constructor class main  
constructorMoterbike hero = new constructorMoterbike(185);  
hero.getspeed();

// sub class

public class constructorMoterbike {  
 private int speed;  
 constructorMoterbike(int speed){  
 this.speed = speed;  
 }  
 void getspeed(){  
 System.*out*.println(this.speed);  
 }  
}