

# Object Oriented Programming (OOP) - Basic

## Task

Define 5 classes freely related to the type of animal, plant or vehicle. Use encapsulation concepts such as public, protected and private according to analogy examples in the real world.

Example:

Cat, Fish, Flower, Car, etc.

Add instance variables and methods in each class created. Then create code to prove **encapsulation** is running as expected.

For example, can `Frog` access these `public`, `protected` or `private` variables? or other things that produce returns as expected.

```
.
├── main/
│   ├── participant/
│   │   └── MainParticipant.java
```