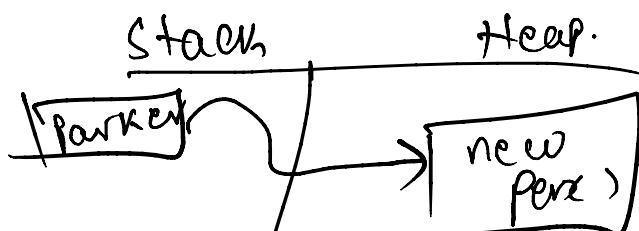
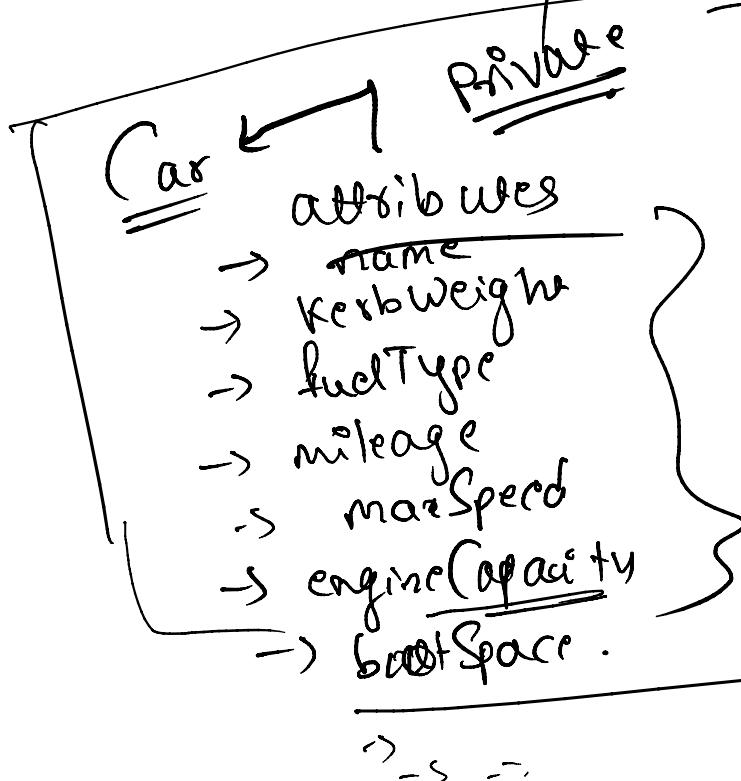




↳
Pen parker = new Pen();
 ↴ Reference. Object.



access Specifiers

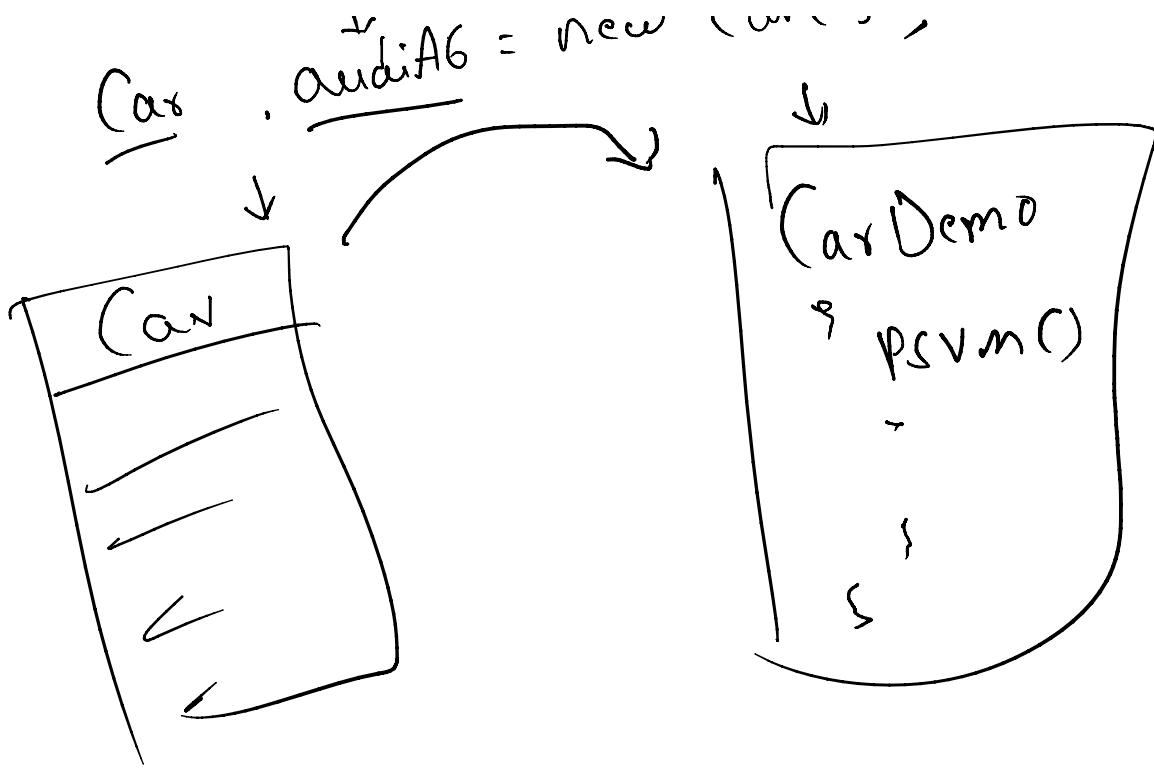


public
methods

- accelerate()
- changeGear()
- steer()
- refuel()

Car . Polo = new Car();

Car . AudiA6 = new Car();



```

public class Car {
    3 usages
    private String carName;
    2 usages
    private String fuelType;
    2 usages
    private int engineCapacity;
    2 usages
    private double mileage;
    2 usages
    private double maxSpeed;

    1 usage
    public void initCar(String carName, String fuelType, int engineCapacity, double mileage, double maxSpeed){
        this.carName=carName;
        this.fuelType=fuelType;
        this.engineCapacity=engineCapacity;
        this.mileage=mileage;
        this.maxSpeed=maxSpeed;
    }
}

```

```

1 usage
public void displayCarFeatures(){
    System.out.println("Car name: "+carName);
    System.out.println("Fuel Type: "+fuelType);
    System.out.println("Engine Capacity: "+engineCapacity+" CC");
    System.out.println("Mileage: "+mileage+" Kmpl");
    System.out.println("Max Speed: "+maxSpeed+" Kmph");
}

2 usages
public void accelerate(){
    System.out.println(carName+" car is accelerating...");
}

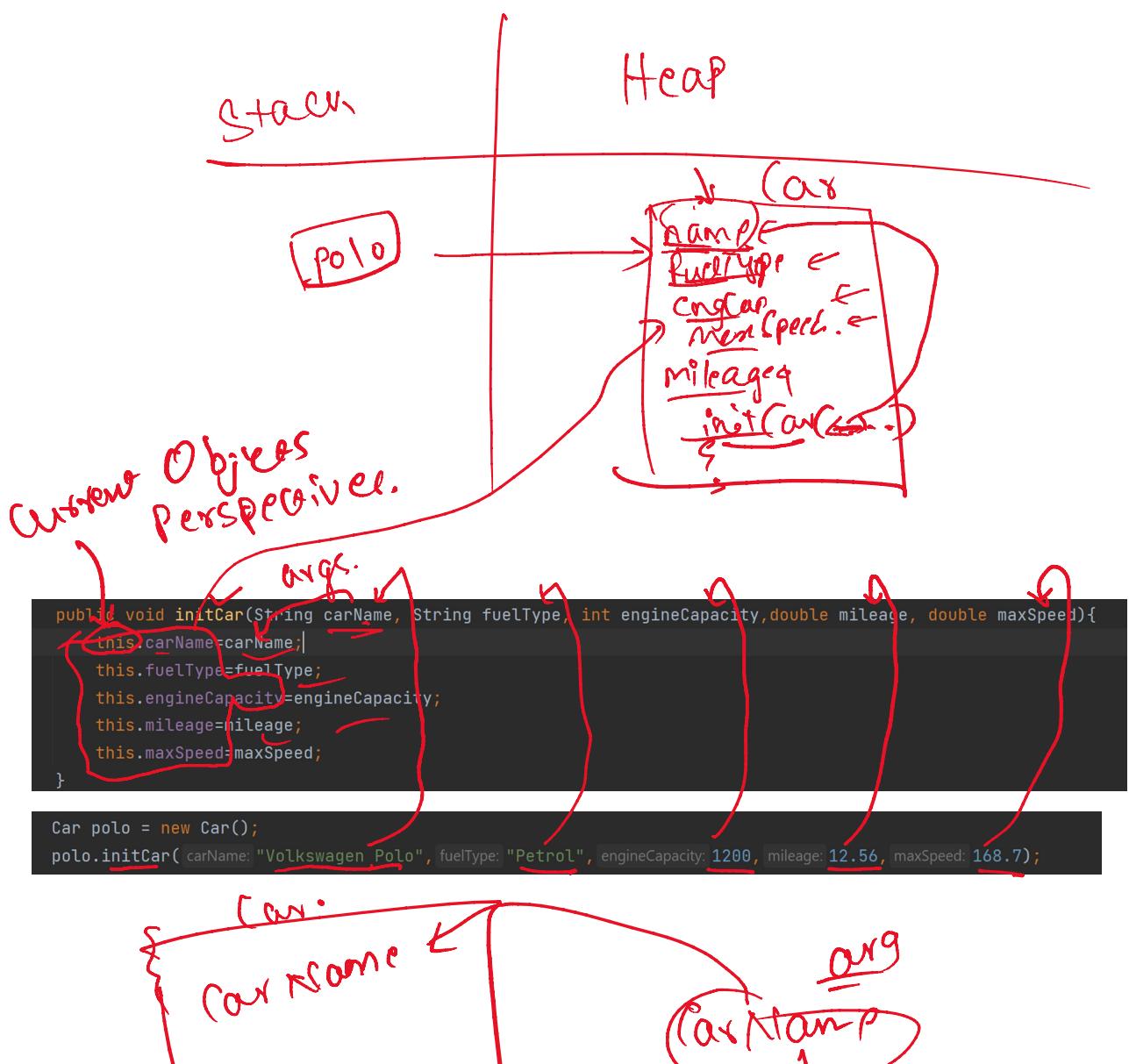
```

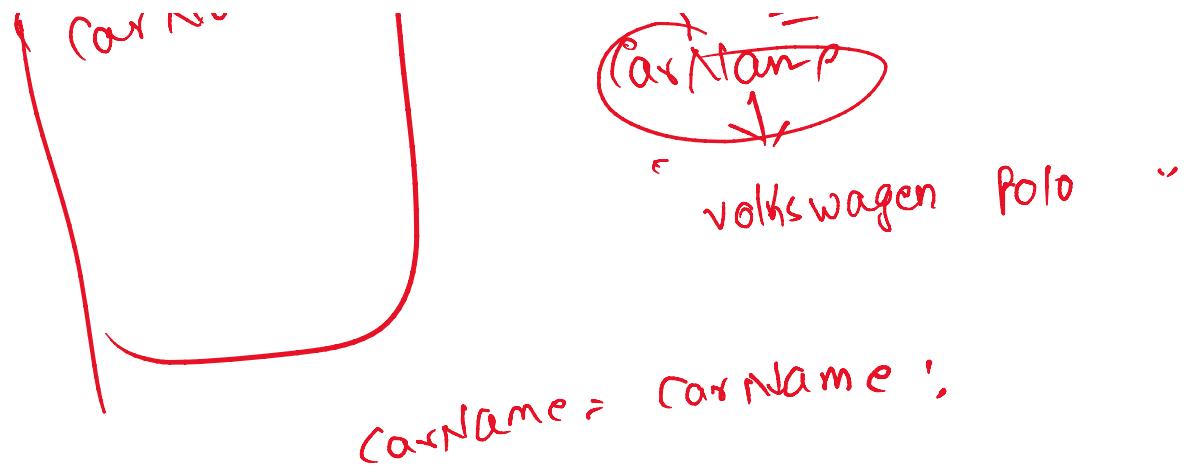
```

public static void main(String[] args) {
    Car polo = new Car();
    polo.initCar( carName: "Volkswagen Polo", fuelType: "Petrol", engineCapacity: 1200, mileage: 12.56, maxSpeed: 168.7 );
    polo.displayCarFeatures();
    polo.accelerate();
    polo.accelerate();

    // create at least 2-3 objects of Car and call the methods
}

```





- * Create Class Laptop with attributes
 - cpuSpeed, ramSize, hdCapacity, screenSize, refreshRate,
 - methods to read, display data.
 - Create two objects (hp, lenovo)
 - & display data.

Constructors → methods which get called automatically

- method name = class name.
- NO return type
- (public)

class Car {

};

public & Car()
3-->

getters & setters

get value set some value

Car

&

public String getCarName()
&
return "this.carName";

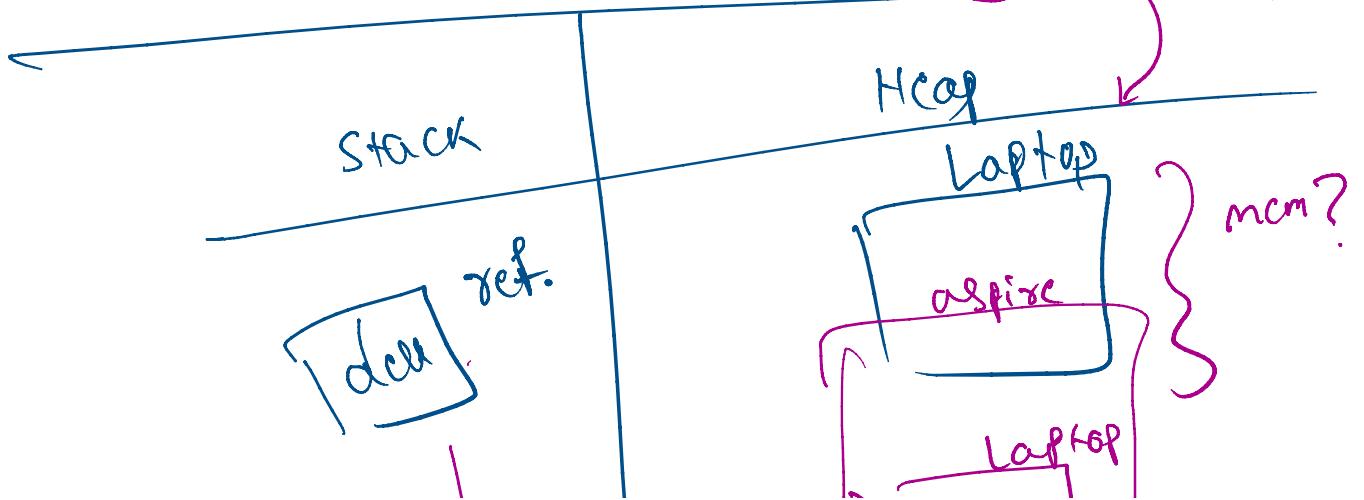
3

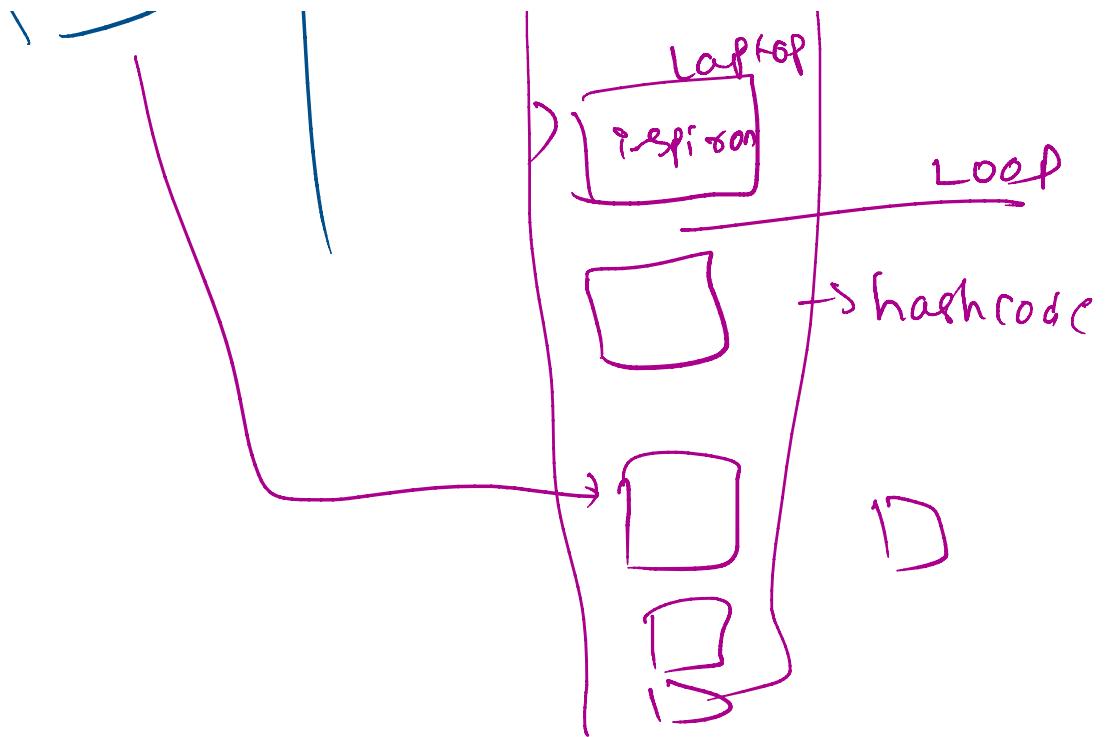
public void setCarName(String carName)
&
this.carName = carName;

2

=.

JVM





JVm → removes objects with no ref
periodically,
(garbage collection)