```
// Student.java
class Student {
    // Instance variables (attributes)
   String name;
   int rollNumber;
   double marks;
   // Constructor to initialize the student's details
   public Student(String studentName, int studentRollNumber, double studentMarks)
       name = studentName;
       rollNumber = studentRollNumber;
       marks = studentMarks;
   // Method to display student's information
   public void displayDetails() {
        System.out.println("Student Name: " + name);
        System.out.println("Roll Number: " + rollNumber);
        System.out.println("Marks: " + marks);
   public static void main(String[] args) {
// Creating a Student object and initializing the attributes
        Student student1 = new Student("John Doe", 101, 85.5);
// Displaying the student's details
        student1.displayDetails();
   }
}
```

