Create a Java Class named Automobile.

This class should contain private member variables for the description, odometer, current speed, current gear, and public methods to access and change the values of these variables. The class should also contain a method called display(), this method should print the status of the car.

The driver (main method) for this class should create at least 2 automobile objects, populate their data members and then call the display method for each car.

Class Automobile
     -description:String
     -odometer: int
     -speed: int
     -gear: char

     +setDescription(String)
     +getDescription(): String
     +setOdometer(int)
     +getOdometer(): int
     +setSpeed(int)
     +getSpeed(): int
     +setGear(char)
     +getGear(): char
     +display()

Example:
```
You have the following cars:
     Description: Ford GT400
     Odometer: 2600 miles
     Speed: 79mph
     Gear: 3

     Description: Toyota Prius
     Odometer: 147928 miles
     Speed: 62mph
     Gear: D
```