

// importing user defined package.

// first create a folder in java path

// with package name "water".

// now create three java.class files in the water package.

// creating Java file-1

```
public class Lake-water {  
    protected void saltLevel() {  
        System.out.println("salt level is above 30");  
    }  
    protected void fishType() {  
        System.out.println("gold fish");  
    }  
    Lake-water lw = new Lake-water();  
    lw.saltLevel();  
    lw.fishType();  
}
```

// creating Java file-2

```
public class River-water {  
    protected void saltLevel() {  
        System.out.println("Salt level is above 30");  
    }  
    protected void fishType() {  
        System.out.println("Telly fish");  
    }  
}
```

```
public static void main(String[] args) {
```

```
    River-water s = new River-water();
```

```
    //s.RiverWater();
```

```
    s.fishType();
```

```
    s.saltLevel();
```

```
}
```

```
}
```

```
//creating java file -3
```

```
public class Sea-water {
```

```
    public void saltLevel() {
```

```
        System.out.println("salt level is above 10");
```

```
    }
```

```
    public void fishType() {
```

```
        System.out.println("star fish");
```

```
    }
```

```
}
```

// Now Three files are saved in water package or folder.

// Accessing water package.

```
import water.*; // whole package water is imported.
```

```
public class Mixed {
```

```
    public static void main(String[] args) {
```

```
        Lake-water L = new Lake-water();
```

```
        River-water R = new River-water();
```

```
        Sea-water S = new Sea-water();
```

L. SaltLevel();

R. SaltLevel();

S. fishType();

}

}

Output:

Salt level is above 30

Salt level is above 30

Star fish.

// Import statements.

// Import package-name.*; //whole package is imported.

// import package-name.class-name; // only one class is imported.

//for example for the above program.

// import water.sea-water;

// It imports the methods & variables of

// sea-water class only.

// import water.lake-water;

// It imports the methods & variables of

// lake-water

// import water. River-water;

// If imports the methods & variables of

// River-water.