

Lab- 3

- Write a Java program named Car
 - The Car class should have the following attributes: make (String), model (String) , year (short) , and price(int) .
 - The car class should have a constructor that takes all the attributes.
 - Add a main method to instantiate car objects.
 - The program should allow the user to create and display objects of each Car Class.
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```
package lab;
// creating class named car with following attributes

public class Car {
    String make;
    String model;
    short year;
    int price;
    //creating constructor for class car and passing parameters along with it

    public Car(String make, String model, short year, int price) {
        super();
        this.make = make;
        this.model = model;
        this.year = year;
        this.price = price;
    }

    public static void main(String[] args) {
        // constructor will be called during object creation
        Car c = new Car("The volkswagen group", "Audi-Q3", (short)2022, 5000000);
        System.out.println(c.make);
        System.out.println(c.model);
        System.out.println(c.year);
        System.out.println(c.price);
    }
}
```

Output

```
The volkswagen group
Audi-Q3
2022
5000000
```