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Instance methods → Car

Medium 4 minutes

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You want to create a program that models the behavior of cars. For this purpose, you’ve created a class named `Car` containing three fields: the int field `yearModel`, the string field `make`, and the int field `speed`.

You want to add functionality to your cars, so you need methods. Add the following instance methods to your class:

- `void accelerate()` that adds 5 to the speed each time it’s called;
- `void brake()` that subtracts 5 from the speed field each time it’s called, the speed cannot be less than zero.

Do not make the fields and methods `private`.

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Write a program

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```
1 class Car {
2
3     int yearModel;
4     String make;
5     int speed;
6
7     public void accelerate() {
8         speed += 5;
9     }
10
11    public void brake() {
12        if (speed >= 5) {
13            speed -= 5;
14        } else {
15            speed = 0;
16        }
17    }
18
19 }
20
```

✓ Correct.

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