

```
class Norimono{
    private boolean canFly = false;
    private int speed;
    private boolean isEnough = false;

    public boolean getCanFly(boolean fly){
        canFly = fly;
        return canFly;
    }
    public int getSpeed(int speed){
        this.speed = speed;
        return this.speed;
        // ローカル変数、メンバー変数 を区別するため
        // thisキーワード を、使う.
    }
    public boolean getIsEnough(boolean enough){
        isEnough = enough;
        return isEnough;
    }
}
```

```
class Car extends Norimono{
    private int howManyDoors;

    public int getHowManyDoors(int doors){
        howManyDoors = doors;
        return howManyDoors;
    }
}
```

```
class DeluxeCar extends Car{
    private boolean hasNavigation;

    public boolean getHasNavigation(boolean hasNavigation){
        this.hasNavigation = hasNavigation;
        return this.hasNavigation;
    }
}
```

```
class NorimonoTestDrive {
    public static void main(String[] args){
        DeluxeCar dCar = new DeluxeCar();
        System.out.println("飛べますか? : " +
            dCar.getCanFly(false));
        System.out.println("speed : " +
            dCar.getSpeed(70));
        System.out.println("ガソリン満タン? : " +
            dCar.getIsEnough(true));
        System.out.println("ドアはいくつ? : " +
            dCar.getHowManyDoors(4));
        System.out.println("カーナビ付き? : " +
            dCar.getHasNavigation(true));
    }
}
```

```
/*
飛べますか? : false
speed : 70
ガソリン満タン? : true
ドアはいくつ? : 4
カーナビ付き? : true
*/
```