**Write a class named Car that has the following fields (attributes):**

* **year** ) public - an int which holds the car's year(
* **model** (public - a String with holds the car's model(
* **make** ) public- a String which holds the make of the car(
* **speed** (private- an int which holds the car's initial speed)

**The Car class should have the following constructors and other methods:**

* **Constructor** - Accepts the car's **year, model,** **make,** and **speed** as arguments.
* **Default Constructor** - Does not accept any input parameters, and uses data type defaults.
* **Property** (get and set) for the object's speed attribute.
* **Methods**:
	+ **Accelerate** - each time it is called, it should **add** a random number between 5 and 70, to the speed field
	+ **Brake** - each time it is called, it should **subtract** a random number between 5 and 30, to the speed field

**In client program**

* Create a Car object1 using the **paremetrise**constructor (prompt the user for parameters values).
* Call accelerate and brake methods.
* Print the object information.