class Car

{

public:

string reportingMark, // string variable to store car member reportingMark

kind, // string variable to store car member kind

destination; // string variable to store car member destination

int carNumber; // int variable to store car member carNumber

bool loaded; // boolean variable to store car member loaded

public:

// Constructors

Car()

{

reportingMark = "None";

carNumber = 0;

kind = "None";

loaded = false;

destination = "None";

}

Car(string mark, int num, string make, bool state, string dest)

{

reportingMark = mark;

carNumber = num;

kind = make;

loaded = state;

destination = dest;

}

// Destructor

~Car()

{

};

// Mutator member function prototypes

void setReportingMark(string mark);

void setCarNumber(int num);

void setKind(string make);

void setLoaded(bool state);

void setDestination(string dest);

// Accessor member function prototypes

string getReportingMark() const;

int getCarNumber() const;

string getKind() const;

bool getLoaded() const;

string getDestination() const;

// Class specific function

/\* \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* setUpCar \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

creates an object using a constructor that takes the reference parameters

pointer to the object c1 returned.

\*/

Car\* setUpCar(string mark, int num, string make, bool state, string dest)

{

Car \*c1 = new Car(mark, num, make, state, dest);

return c1;

}; // end setUpCar

}; // end class Car