
Coding Bootcamp 4

Exercise 1 – C# Stream

1. Create a simple class that describes a Car. The class must have at least the following properties:
 - a. Color (can have values Red, Orange and NavyBlue)
 - b. Brand (user cannot change Brand after initialization)
 - c. Model (user cannot change Model after initialization)
 - d. Engine (of type Engine)
 - i. EngineNumber

The class must contain the following methods:

- a. Accelerate(speed): The method prints every number between the current speed and the new speed. The speed cannot exceed the 120km/h limit.
 - b. Stop(): If the car is moving, stop it!
2. Create an instance of the Car class and. Initialize all its properties and use its methods.