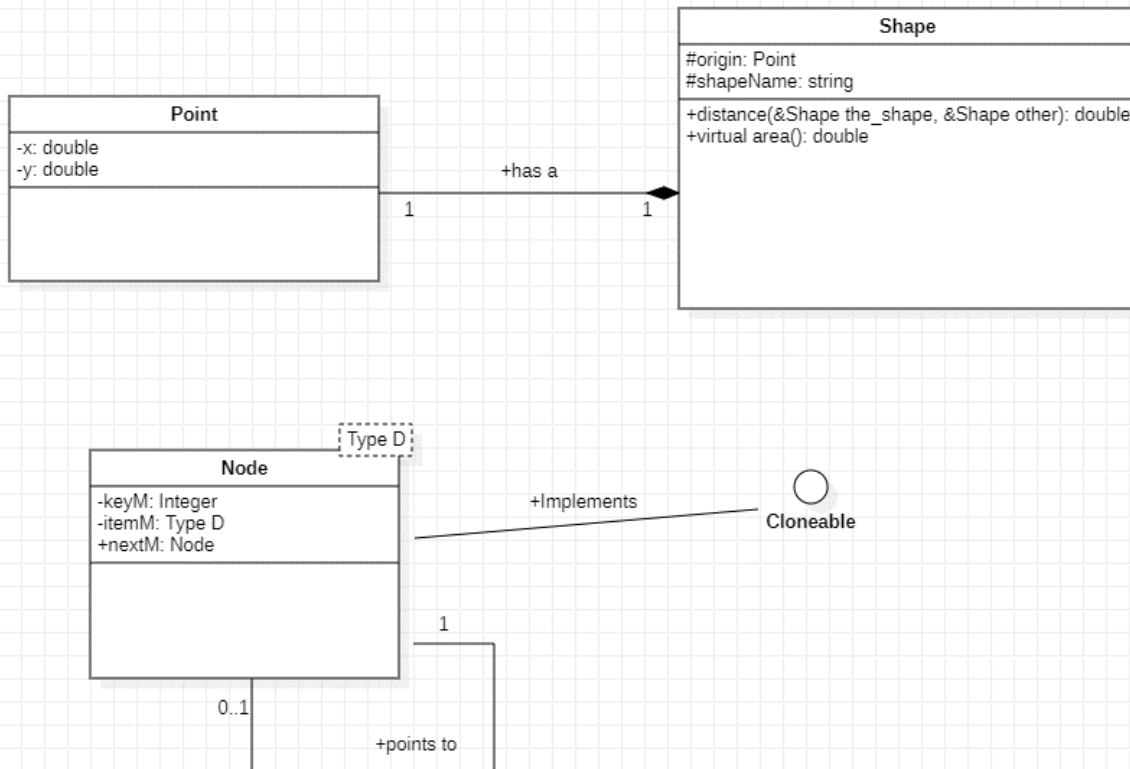


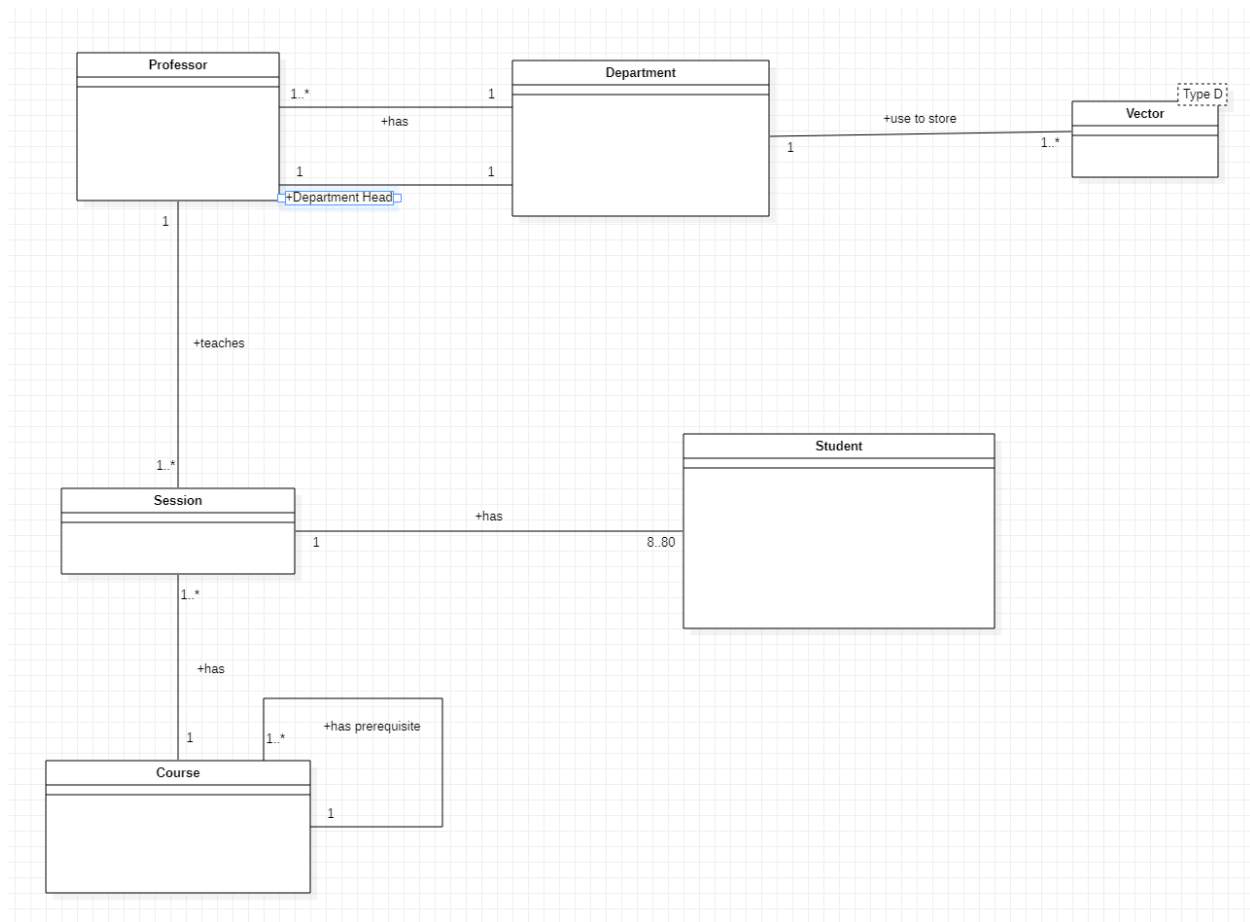
ENSF480 F2021 Lab 4

Beau McCartney, Apostolos Scodrianis, October 22, 2021

exA



exB



exC

```

// Car.h

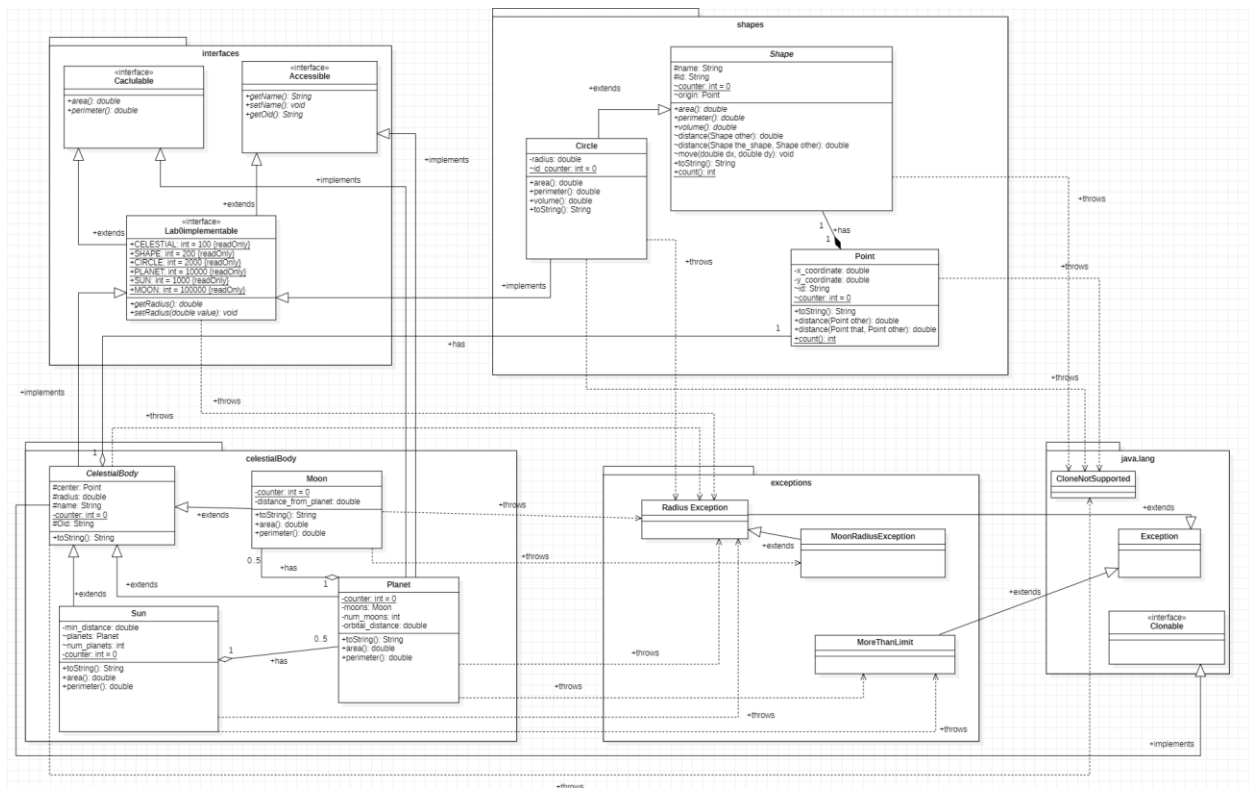
#include <string>
#include "Vehicle.h"
using namespace std;
final class Car: public Vehicle {
    private:
        int seats;
    public:
        Car();
        Car(int, string);
        void setSeats(int);
        int getSeats();
        void forward();
        void backward();
}

```

```
    void move();  
};
```

```
// Vehicle.h  
  
#include <string>  
#include "Moveable.h"  
#include "Resizeable.h"  
using namespace std;  
class Vehicle: public Moveable, public Resizeable {  
    protected:  
        string name;  
    public:  
        Vehicle(string);  
        virtual void move() = 0;  
        void setName(string);  
        string getName();  
};  
// Moveable.h  
  
class Moveable {  
    public:  
        virtual void forward() = 0;  
        virtual void backward() = 0;  
};  
// Resizeable.h  
  
class Resizeable {  
    public:  
        virtual void enlarge(int) = 0;  
        virtual void shrink(int) = 0;  
};
```

exD



exE

