Assume that one constructor initializes data member say num_vehicle, hour and rate. There should be 10% discount if num_vehicle exceeds 10. Display the total charge. Use two objects and show bit-by-bit copy of one object to another (make your own copy constructor).

```
#include <iostream>
#define SUCCESS 0
using namespace std;
class Lease
private:
int num_vehicles;
float hour, charge;
public:
 Lease(int n, float h, float c):num vehicles(n),hour(h),charge(c){};
 Lease(Lease &a)
  num_vehicles=a.getNumVehicles();
  hour=a.getHour();
  charge=a.getCharge();
 int getNumVehicles()
  return num_vehicles;
 float getHour()
  return hour;
 float getCharge()
  return charge;
 float getTotal()
 float total = num_vehicles*hour*charge;
 if (num_vehicles > 10)
      total *= 0.9;
```

```
return total;
 void display()
  cout << "No of vehicle " << num_vehicles << endl;</pre>
  cout << "No of hours " << hour << endl;
  cout << "Charge " << charge << endl;</pre>
  cout << "Total " << getTotal() << endl;</pre>
}
};
int main()
 Lease a(4,5,5),b(12,5,5);
 cout << "Object constructed via constructor" << endl;</pre>
 a.display();
 b.display();
 Lease c= a, d=b;
 cout << "Object constuced via copy constructor" << endl;</pre>
 c.display();
 d.display();
 return SUCCESS;
}
#include<iostream>//or
using namespace std;
class Vehicle
  int num_vehicle;
  float hour, rate, charge;
public:
  Vehicle(int n, float h, float r): num_vehicle(n), hour(h), rate(r) {}
  Vehicle(Vehicle& v1)
  {
    hour = v1.hour;
    num_vehicle = v1.num_vehicle;
    rate = v1.rate;
  float total_charge()
    if(num vehicle >= 10)
```

```
return hour * rate * 0.9;
    else
       return hour * rate;
  void display()
    cout << "Number of Vehicles: " << num_vehicle << endl << "Hour: " << hour <<
endl << "Rate: Rs. " << rate << " per hour" << endl << "Total Charge = " <<
total_charge() << endl;
  }
};
int main()
  int n;
  float h, r;
  cout << "Enter number of vehicles: ";</pre>
  cin >> n;
  cout << "Enter hours: ";</pre>
  cin >> h;
  cout << "Enter rate: ";</pre>
  cin >> r;
  Vehicle v1(n, h, r);
  Vehicle v2(v1);
  v1.display();
  v2.display();
}
```