#include <iostream>

#include <string>

Using namespace std;

Class Movie {

Private:

String title;

String director;

Int duration;

Float rating;

Public:

Movie(string title, string director, int duration, float rating) {

This->title = title;

This->director = director;

This->duration = duration;

This->rating = rating;

}

Void display() {

Cout << “Title: “ << title << endl;

Cout << “Director: “ << director << endl;

Cout << “Duration: “ << duration << “ minutes” << endl;

Cout << “Rating: “ << rating << endl;

}

Void rateMovie(float newRating) {

If (newRating >= 0 && newRating <= 5) {

Rating = newRating;

Cout << “Rating updated to “ << rating << endl;

} else {

Cout << “Invalid rating. Rating must be between 0 and 5.” << endl;

}

}

};

Int main() {

Movie inception(“Inception”, “Christopher Nolan”, 148, 4.8);

Inception.display();

Inception.rateMovie(5.0);

Inception.display();

Inception.rateMovie(6.0);

Return 0;

}