

```
// =====  
//  
// IMPORTANT NOTE: You should edit this file  
//  
// =====  
  
#include <iostream>  
#include <iomanip>  
#include <string>  
#include <cassert>  
#include <cmath>  
#include <cstdlib>  
  
#include "traincar.h"  
  
// =====  
// =====  
//  
// HERE'S WHERE YOU SHOULD IMPLEMENT THE FUNCTIONS YOU PROTOTYPED IN  
// THE "traincar_prototypes.h" FILE.  
//
```