

```
1  #pragma once
2  // This is known as a header guard. header files can
   • be included in any kind of source file so it is
   • possible that the same header file may get included
   • in one source file more than once. This will cause
   • redeclaration errors. Header guards prevent this
   • from happening.
3  class Car {
4  private: // this is optional.
5      float fuel{ 0 }; // note the uniform
   • initialisation syntax
6      float speed{ 0 };
7      int passengers{ 0 };
8      int arr[5] = { 1,2,3 };
9      char *p{};
10 public: // you have to label this as public()
11 // for it to be public.
12 // The following are behaviours of the car – these are
   • allowed to be defined in the class itself. If you
   • define the functions within the class, and this will
   • automatically inline the function.
13 // In most cases, we'll define these methods in a
   • separate source file.
14     Car();
15     Car(float amount);
16     void FillFuel(float amount);
17     void Accelerate();
18     void Brake();
19     void AddPassengers(int count);
20     void Dashboard();
21     ~Car();
22 //
23 };
24
```