

```
1  #pragma once
2  class Car {
3  private: // this is optional.
4      float fuel{ 0 }; // Lecture 44 – Non-static
5      • Variables initialisers
6      float speed{ 0 };
7      int passengers{ 0 };
8      int arr[5] = { 1,2,3 };
9      char *p{}; // p will be default NULL.
10
11     // when you use non-static data initialisers, you
12     • CANNOT use auto. So something like:
13     //auto i = 5; // WILL NOT WORK!
14
15 public:
16     Car();
17     Car(float amount);
18     void FillFuel(float amount);
19     void Accelerate();
20     void Brake();
21     void AddPassengers(int count);
22     void Dashboard();
23     ~Car();
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25     //
26     };
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