

```
1  #include "Car.h"
2  #include <iostream>
3
4  Car::Car() {
5      // This is a constructor. Because it is empty, some
6      •   things have not been initialised and are undefined.
7      // If variables have yet to be defined, it will be
8      •   undefined in C.
9      fuel = 0;
10     speed = 0;
11     passengers = 0;
12 }
13 Car::Car(float amount) {
14     fuel = amount;
15     speed = 0;
16     passengers = 0;
17 }
18 void Car::FillFuel(float amount) {
19     fuel = amount;
20 }
21 void Car::Accelerate() {
22     speed++;
23     fuel -= 0.5f;
24 }
25
26 void Car::Brake() {
27     speed = 0;
28 }
29
30 void Car::AddPassengers(int count) {
31     passengers = count;
32 }
33
34 void Car::Dashboard() {
35     std::cout << "Fuel level : " << fuel << std::endl;
36     std::cout << "Speed : " << speed << std::endl;
37     std::cout << "Passengers : " << passengers <<
38     •   std::endl;
39 }
```

```
40 Car::~~Car() { // Class Destructor
41     std::cout << "~Car()" << endl;
42 }
43
```