

```
1  #include "Car.h"
2  #include<iostream>
3  int main() {
4      Car c(5); // create the car object, fill some
      •      fuel. By doing this you create a c(5);
5      car.Accelerate();
6      car.Accelerate();
7      car.Accelerate();
8      c.Dashboard();
9      // You should also be able to find the call to the
      •      Car() destructor in the assembly.
10     return 0;
11 }
12
```