```cpp
#pragma once
class Car {
private: // this is optional.
    float fuel{ 0 }; // Lecture 44 - Non-static
      Variables initialisers
    float speed{ 0 };
    int passengers{ 0 };
    int arr[5] = { 1,2,3 };
    char *p{}; // p will be default NULL.

    // when you use non-static data initialisers, you
      CANNOT use auto. So something like:
    //auto i = 5; // WILL NOT WORK!

public:
    Car();
    Car(float amount);
    void FillFuel(float amount);
    void Accelerate();
    void Brake();
    void AddPassengers(int count);
    void Dashboard();
    ~Car();
//
};
```