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/*Mochire Boaz Momanyi
C++ code (Constructors)
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Version 2*/
#include <iostream>
#include <string>

class Car {
private:
    std::string brand;
    std::string model;
    float price;
    int mileage;

public:
    // Constructor
    Car(std::string carBrand, std::string
carModel, float carPrice, int carMileage) {
        brand = carBrand;
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        model = carModel;
        price = carPrice;
        mileage = carMileage;
    }

    // Display function
    void display() {
        std::cout << "Car Details:" << std::endl;
        std::cout << "Brand: " << brand <<
std::endl;
        std::cout << "Model: " << model <<
std::endl;
        std::cout << "Price: $" << price <<
std::endl;
        std::cout << "Mileage: " << mileage << "
miles" << std::endl;
    }

    // Drive function
    void drive(int distance) {
        mileage += distance;
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        std::cout << "Driven " << distance << "
miles. Updated mileage: " << mileage << "
miles." << std::endl;
    }
};

int main() {
    // Create a Car object
    Car myCar("Toyota", "Corolla", 20000.0f,
5000);

    // Display car details
    myCar.display();

    // Simulate driving for 150 miles
    myCar.drive(150);

    // Simulate driving for 300 miles
    myCar.drive(300);

    return 0;
```

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}
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