//main.cpp

//Class demo driver

#include "car.h"

int main()

{

Car bob("Red", "2013 Honda Accord", 65, 270);

bob.toString();

return 0;

}

//car.h

//Class definition file

#ifndef CAR\_H //conditional compilation tags

#define CAR\_H

#include <string>

using namespace std;

class Car

{

private:

string color;

string make;

int speed;

int heading;

public:

Car();

Car(string, string, int, int);

string getColor();

string getMake();

int getSpeed();

int getHeading();

void setColor(string);

void setMake(string);

void setSpeed(int);

void setHeading(int);

void speedUp(int);

void slamOnBrakes();

void turn(int);

void toString();

};

#endif

//car.cpp

//Class implementation file

#include "car.h"

#include <iostream>

using namespace std;

Car::Car()

{

color = "";

make = "";

speed = 0;

heading = 0;

}

Car::Car(string c, string m, int s, int h)

{

color = c;

make = m;

speed = s;

heading = h;

}

string Car::getColor()

{

return color;

}

string Car::getMake()

{

return make;

}

int Car::getSpeed()

{

return speed;

}

int Car::getHeading()

{

return heading;

}

void Car::setColor(string c)

{

color = c;

}

void Car::setMake(string m)

{

make = m;

}

void Car::setSpeed(int s)

{

speed = s;

}

void Car::setHeading(int h)

{

heading = h;

}

void Car::speedUp(int amount)

{

speed += amount;

}

void Car::slamOnBrakes()

{

speed = 0;

}

void Car::turn(int degrees)

{

heading += degrees;

if (heading > 360)

heading %= 360;

if (heading < 0)

heading += 360;

}

void Car::toString()

{

cout << "Color: " << color << endl;

cout << "Make: " << make << endl;

cout << "Speed: " << speed << endl;

cout << "Heading: " << heading << endl;

}