

Veicoli  
in Trazione

- \* num\_mote: int
- \* carburante: string
- \* motoshakone: string
- \* Velsite\_wex: int
- \* morce: string
- \* prets: ploable
- \* velsite: int

getten  
sehen

Vehicle ??

- + To String : String
- + equals : void →
- + hashCode : void →
- + ~~toString~~ : void


+ +  
- -

Gera

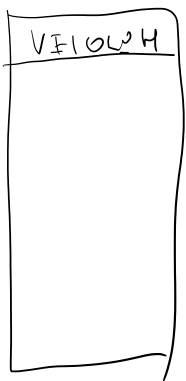
Veicolo v Veicolo d  
v. Sospeso(?) friend class  
→ →  
aggi. critici  
partenza  
alla classe

$$v = at$$

$$s = \cancel{s_0} + \cancel{v_0 t} + \frac{1}{2} a t^2$$



$a > 0$   
 $a < 0$



```

verb.h
1. #include "verb.h"
2. #include "verb.h"
main.c

```

main.cpp

- ✓ #include <vector>
- ✓ #include <string>

Gara

- `void` : `void` [15]
- + `pendente ()` : `void`
- + `stampo classifica` : `void`
- `controlla ()` :
- = `chiusura` : `int`