**Train Cars**

Description:

The program will ask the user to input a series of codes that have different functionalities. The array size has been reduced to 10 for simplicity’s sake. The user can arrange up to 10 rail cars for the line and can look at how many are on the line and replace any cars at certain positions. The functionality of printing the array was intended, however I could not get it to work and would get a type of overloading << error that I was not sure how to fix. Some of the previous functionalities involving age and volume were removed as they did not seem necessary. There is a superclass rail\_car that has subclasses for the different types of rail cars. Each subclass creates an object that prints out text.

**Output Example:**

There are 4 types of rail cars available for the rail train: Box Cars, Tank Cars, Engine Cars, and Caboose Cars.

To insert rail cars onto the rail train, type a rail code.

0 = Engine Car, 1 = Box Car, 2 = Tank Car, 3 = Caboose Car

Press 4 to look at the rail line.

Press 5 to replace a car.

When you want to find out how many cars are on the rail train, enter a number other than a rail code, 4, or 5 such as 6.

0 1 2 3

Engine Car

Box Car

Tank Car

Caboose Car

6

There are 4 cars in the rail line.

5

Enter the Position Number you want to replace: 2

Now enter the rail code number for that Position: 3

Caboose Car

4

Position 0: 0x22cec20

Position 1: 0x22cec40

Position 2: 0x22ceca0

Position 3: 0x22cec80

Position 4: 0

Position 5: 0

Position 6: 0

Position 7: 0

Position 8: 0

Position 9: 0