// C++ program to define class named car

#include <iostream>

#include <string>

using namespace std;

class Car {

Public:

string brand;

string model;

float price;

int mileage;

//Function to dispaly car deatils

void display() {

cout << "Brand: " << Brand << endl;

cout << "Model: " << Model << endl;

cout << "Price: $" << Price << endl;

cout << "Mileage: " << Mileage << endl;

}

// Function to increase mileage

void drive(int distance) {

mileage += distance;

cout << "After driving " << distance << "miles, updated mileage: " << mileage <<

}

};

int main() {

// Creating car objects

Car mycar("Toyota", "Corolla", 20000, 5000);

// Dispaly car details

mycar.display();

// Simulate driving 150 miles

mycar.drive(150);

// Simulate driving 300 miles

mycar.drive(300);

return 0;

}