Q1. *Toyota has several warehouses country wide and each warehouse has several types of cars placed there for dispatching.*

```
struct Car {
    string car_name;
    string category;
    string color;
    float horse_power;
};

struct Warehouse{
Car * cars;
int carsCount;
string warehouse_name;
string location;
float area;
};
```

You need to code only for following question:

a) *A function named `addCar` that adds a new car to the warehouse, taking the car_name, category, color and horsepower as parameters. Use the concept of nested structs in your code.*

```
void addcar ( string car_name, String category , string color, float hp )

    Car temp;
    temp.car_name = car_name;
    temp.category = category;
    temp.color = color;
    temp.horsepower = hp;
    carscount++;
    Car * tempcars = new Car ( carcount];
    for ( int i=0 ; i < carcount-1 ; i++) {
        tempcars[i] = Car [i] ; }
    tempcars [carcount-1] = temp;
    if( car != nullptr){
        delete []ar; }
        Car = tempcars ) }
```