Lab 02

IMPORTANT

Type your name in comments at the top of your cpp file.

Type the lab number in comments below your name.

Paste your output in comments at the bottom of your cpp file.

INSTRUCTIONS

Be sure to type whatever include statements you need.

Be sure to type the namespace you are using: std.

Define a class named Car that has 3 private variables:

A string named `model`, an integer named `nbrOfDoors`, and a double named `mpg`.

The Car class has public getters and setters for the above private variables.

The Car class also has a constructor to populate the above variables with default values:

Model: Escape, Doors: 4, MPG: 32

In the main function, instantiate a Car object without any arguments.

Display your car object.

Declare a Car pointer, and point it to your Car object.

Get info from the user to change the details of your car.

Use your Car pointer to populate your car object with the new details.

Use your Car pointer to display the new details of your car.

Declare any variables you need in the main function.

See sample output below.

Save your cpp file as lab02.txt and submit lab02.txt in Canvas.

// OUTPUT

Escape has 4 doors and gets 32 miles per gallon

Enter new car info

Model: Edge

Number of doors: 5

MPG: 28

Edge has 5 doors and gets 28 miles per gallon