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Bài Lâm

Class Car {

private:

int yearModel;

string make;

int speed;

public:

void input();

int getyearModel();

void setyearModel(int s);

string getMake();

void setMake(string s);

int getSpeed();

void accelerate();

void brake();

void output;

}

```
void input Car::input() {  
    cin >> this->yearModel;  
    cin >> this->make;  
    this->speed = 0;  
}
```

```
int Car::getyearModel() {  
    return this->yearModel;  
}
```

```
void Car:: setMake ( string s){
    this->make = s;
}
```

```
int Car:: getSpeed (){
    return this->speed;
}
```

```
void Car:: accelerate (){
    this->speed += 5;
}
```

```
void Car:: brake (){
    this->speed -= 5;
}
```

~~void output ()~~

```
void Car:: output (){
    cout << this->yearModel << " " << this->make << " " << this->speed << endl;
}
```

```
int main(){
    Car xe;
    xe.input();
    for (int i=1; i<=5; i++){
        if ( xe.getSpeed() < 200 ){
            xe.accelerate();
        }
    }
}
```

```
cout << xe.getSpeed() << endl;
```

```
for (int i=1; i<=5; i++){
    if ( xe.getSpeed() - 5 > 0 ){
        brake brake();
    }
}
```

```
cout << xe.getSpeed() << endl;
```