

OUR STORY BEGINS

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```
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 acceleration();
```

```
void brake();
```

```
void output();
```

```
};
```

```
void Car::input() {
```

```
cout << "Year model: ";
```

```
cin >> this->yearModel;
```

```
cin.ignore();
```

```
cout << "Make: ";
```

```
getline(cin, this->make);
```

```
this->speed = 0;
```

```
}
```

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

```
void Car:: setYearModel(int s) {  
    this-> yearModel = s;  
}
```

```
string Car:: getMake() {  
    return this-> make;  
}
```

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

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

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

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



```
int main() {  
    Car tesla;  
    tesla.input();  
    tesla.output();
```

```
    for (int i = 0; i < 5; i++) {  
        tesla.acceleration();  
        cout << "Car speed after acceleration : " <<  
        tesla.getSpeed() << endl;  
    }
```

```
    for (int i = 0; i < 5; i++) {  
        tesla.brake();  
        cout << "Car speed after brake : " <<  
        tesla.getSpeed() << endl;  
    }
```

```
    return 0;  
}
```