

Create a base class called Vehicle that has the manufacturer's name (type string), number of cylinders in the engine (type int), and owner (type Person given in the code that follows). Then create a class called Truck that is derived from Vehicle and has additional properties, the load capacity in tons (type double since it may contain a fractional part) and towing capacity in pounds (type int). Be sure your classes have a reasonable complement of constructors and accessor methods, an overloaded assignment operator, and a copy constructor. Write a driver program that tests all your methods.

The definition of the class Person follows.

```
class Person {
public:
    Person( );
    Person(string theName);
    Person(const Person& theObject);
    string getName( ) const;
    Person& operator=(const Person& rtSide);
    friend istream& operator >>(istream& inStream, Person& personObject);
    friend ostream& operator <<(ostream& outStream,
private:
    string name;
};
```