Testing Interfaces

Now we have a `Sedan` class and `Truck` class that implement the `IAutomobile` interface. Though they have some different behaviors, they both have the properties and method defined in the interface:

- `double Speed`
- `string LicensePlate`
- `int Wheels`
- `void Honk()`

At this point we can be confident that we won't cause any errors if we try to access these members in either the `Sedan` or `Truck` class.

☑ **Instructions**

1.

Create two sedans and a truck:

- a sedan with speed 60
- a sedan with speed 70
- a truck with speed 45 and weight 500

Hint

Call the `Sedan` constructor with one argument and call the `Truck` constructor with two arguments.

Remember to use the `new` keyword like so:

```
Forest f = new Forest(5);
```

2.
Write three `Console.WriteLine()` statements that print the automobiles’ `Speed`, `Wheels`, and `LicensePlate`.

Hint

You may want to use string interpolation, which uses the `$` and `{}` symbols:

```
Console.WriteLine($"The first sedan's speed is: {s.Speed}...");
```

3.
Call `SpeedUp()` on all three automobiles.

4.
Using `Console.WriteLine()`, print out the three automobile’s new speeds.