**Lab 04**

Create a project called **CarDemoApp**. In the Program class, declare at least two **Car** objects (as per UML diagram below) and demonstrates how they can be incremented using an overloaded ++ operator.

Create a **Car** class that contains a model and a value for kilometers per litre. Include two overloaded constructors. One accepts parameters for the model and kilometers per litre; the other accepts a model and sets the kilometers per litre to 15. Overload a ++ operator that increases the kilometers per litre value by 1.

In the Main() method of the Program class, create at least one **Car** using each constructor and display the **Car** values both before and after incrementation.

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| **Car**  **Class** |
| **Fields** |
|  |
| **Properties** |
| + Model : string  + KilometersPerLitre : double |
| **Methods** |
| + «constructor» Car (model string, kilometersPerLitre double)  + «constructor» Car (model string)  $+ operator++(car Car) : Car |