// Car Class Ethan Chiu

#include <iostream>

#include <string>

using namespace std;

class Car

{

private:

int year, speed;

string make;

public:

Car(int yearUser, string makeUser)

{

year = yearUser;

speed = 0;

make = makeUser;

}

int getYear()

{

return year;

}

string getMake()

{

return make;

}

int getSpeed()

{

return speed;

}

void accelerate()

{

speed += 5;

}

void brake()

{

speed -= 5;

}

};

int main()

{

Car car(1980, "Tesla");

cout << car.getMake() << endl;

for(int i = 0; i < 5; i++)

{

car.accelerate();

cout << car.getSpeed() << endl;

}

for(int i = 0; i < 5; i++)

{

car.brake();

cout << car.getSpeed() << endl;

}

}