

In a text editor, design pseudocode for a class called Truck.

Think about features that a truck might have, e.g. make, size, number of axles, number of wheels, fuel capacity, fuel type, GVM, colour, licence plate, etc.

Your Truck class should have at least four properties and three methods it can perform (recall that a function inside a class is called a method).

```
CLASS Truck
    DEFINE PROPERTY make
    DEFINE PROPERTY year
    DEFINE PROPERTY size
    DEFINE PROPERTY colour
    DEFINE PROPERTY fuelType

    DEFINE METHOD drive
    DEFINE METHOD break
    DEFINE METHOD honk
END CLASS
```

Create a data dictionary for the properties of the Truck class.

Name	Type	Description	Example	Unique
make	String	Brand of the car	"Toyota"	N
year	Integer	Year the car was produced	2004	N
size	String	General size of the car	"large"	N
colour	String	Primary colour of the body of the truck	"red"	N
fuelType	Char	S - Standard Unleaded D - Diesel O - Standard 95-Octane	"S"	N

Enums would make more sense, but that's too probably complicated just for this basic example.