pub trait Vehicle {

    fn speed(&self) -> f64;

    fn display(&self);

}

pub struct Car {

    brand: String,

    speed: f64,

}

pub struct Motorcycle {

    brand: String,

    speed: f64,

}

impl Vehicle for Car {

    fn speed(&self) -> f64 {

        self.speed

    }

    fn display(&self) {

        println!("Car: {} - Speed: {} km/h", self.brand, self.speed);

    }

}

impl Vehicle for Motorcycle {

    fn speed(&self) -> f64 {

        self.speed

    }

    fn display(&self) {

        println!("Motorcycle: {} - Speed: {} km/h", self.brand, self.speed);

    }

}

fn main() {

    let car = Car { brand: "Toyota".to\_string(), speed: 120.0 };

    let motorcycle = Motorcycle { brand: "Honda".to\_string(), speed: 160.0 };

}