//3)Write a class named car and takes various parameters and perform all the necessary operations using class member functions only.

//Extend this program to do these using access modifiers and also write overloaded.

#include<iostream>

using namespace std;

class car //class name

{

private: //data member

int gear;

float price;

char model;

public:

void g(int gear)

{

cout<<"car gear is=";

cout<<gear<<endl<<endl;

}

/////////////////////////////////////

void g(double price)

{

cout<<"car price is=";

cout<<price<<endl<<endl;

}

/////////////////////////////////////

void g(char model)

{

cout<<"car model is=";

cout<<model<<endl<<endl;

}

};

/////////////////////////////////////

void main()

{

car c; //objects

c.g(10);

c.g(4500.50);

c.g('cm');

system("pause");

}