**Methods for Car Class:**

1. Constructor: write down two constructor methods – one constructor for creating object with parameters “passengers” and “speed” only and another constructor for creating object with all four private members – “passengers”, “speed”, “regNo” and “owner”. Consider that owner is a pointer type variable.
2. As like constructor, write down two methods of enterDetail(passengers, speed) and enterDetail(passengers, speed, regNo, owner)
3. Method Reg(regNo, owner) will do the car registration.
4. Show() method will show all details about the car.
5. spGreater(truck) function gives the difference between the car speed and truck speed.

**Methods for truck Class:**

1. truck class has two private variables – weight and speed and associated constructor for them.

**Main Function:**

int main(){

car car1, car2(8), car3(6, 100), car4(10, 120, 1001, "Karim"), car5;

truck truck1(2000, 70);

int d;

car4.show();

car3.enterDetail(8, 20);

car2.enterDetail(5,80);

car2.Reg(1005, "Hena");

car2.show();

car5.enterDetail(7, 80, 1002, "John");

car5.show();

car1.Reg(1010, "Rita");

cout<<"Speed Difference: "<<car3.spGreater(truck1) << "kms" <<"\n\n\n";

return 0;

}

**Output:**

Passengers: 10 Speed: 120

Registration# 1001 Owner Name: Karim

Car details entered previously.

Passengers has already been entered and no changes made. setting speed is done now.

Passengers: 8 Speed: 80

Registration# 1005 Owner Name: Hena

Passengers: 7 Speed: 80

Registration# 1002 Owner Name: John

Car details are missing. Enter car details first.

Speed Difference: 30kms