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//
// sportcar.swift
// Rally
//
// Created by Megha Mahna on 2019-10-22.
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//
```

```
import Foundation
```

```
class SportCar : Vehicle, Fillable{
    var isTurbo : Bool
    init(name: String, speedMax: Double, weight: Int, gas: Int, isTurbo: Bool
        = false) {
        self.isTurbo = isTurbo
        super.init(name: name, speedMax: speedMax, weight: weight, fuel: gas)
    }

    func fillTank() {
        charge_level = charge_level + 60
    }

    override var description: String{
        if isTurbo{
            return "\(name) -> speed max = \(max_speed)km/h weight
                ->\(weight) kg,turbo car category = Sport"
        }
        else{
            return "\(name) -> speed max = \(max_speed)km/h weight
                ->\(weight) kg,car category = Sport"
        }
    }
    override func isTwoWheeled() -> Bool {

        return false
    }
    override func refill(){
        fillTank()
    }
}
```