

```
void autoShiftGear(unsigned &rpm,  
                  unsigned &gear)  
{  
    if (rpm > 2500) {  
        gear = gear + 1;  
        rpm = rpm * 0.5;  
    } else if (rpm < 1000) {  
        gear = gear - 1;  
        rpm = rpm * 2;  
    }  
}
```

