Debug exemple basique avec .cpp et .h (Exemple1.sln)

class Car {

public:

void drive(); // run simulation!

void brake(); // slow down

void gas(); // speed up

void upShift(); // shift up one gear

void downShift(); // shift down one gear

//Car(); // custom default constructor for initialization;

// needs to be written in class or on your own, thus it is commented out

private:

int color; // color of car

char model[100]; // model of car

int transmission; // type of transmission

int veryCool; // coolness, on a scale of 1-10!

};

#include <iostream>

#include "car.h" // include Car interface (.h)

using namespace std;

// member function drives the car

void Car::drive() {

// vroom!!! vroomm!!!!

std::cout << "vroom!!! vroomm!!!!" << std::endl;

}

// member function slows down the car

void Car::brake() {

// screeeetttchh!!!

}

// applies the gas

void Car::gas() {

// faster!!! faster!!!

}

// changes gears

void Car::upShift() {

transmission++;

}

// changes gears the other way

void Car::downShift() {

transmission--;

}

#include <iostream>

#include <string>

#include "car.h"

int main() {

Car myCar; // instantiate car object

myCar.drive(); // run function

return (0); // return 0 as the program ended successfully

}

