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IT 1050

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace OOP

{

class Program

{

static void Main(string[] args)

{

//initializes car speed variables, uses Class Car constructors to initialize 2 car objects

int car1Speed = 20;

int car2Speed = 0;

Car car1 = new Car("Ford", "Focus", 2010, car1Speed);

Car car2 = new Car("Chevy", "Cruze", 2018, car2Speed);

//determines whether to increase or decrease car speed

for (int i= 0; i < 60; i++)

{

if (i % 2 ==0)

{

car2Speed = car2.SpeedUp();

}

if (i % 3 == 0)

{

car1Speed = car1.SpeedUp();

}

if (i % 5 == 0)

{

car1Speed = car1.SlowDown();

car2Speed = car2.SlowDown();

}

}

//Display information

car1.Display();

car2.Display();

//end static void main

}

}

//creates a class for "Car"

public class Car

{

//initialize private variables for class only use.

private int Speed;

private string Make;

private string Model;

private int Year;

//use constructor methods to initialize two car objects

public Car (string make, string model, int year, int speed)

{

this.Make = make;

this.Model = model;

this.Year = year;

this.Speed = speed;

}

public Car (string make, string model, int year)

{

this.Make = make;

this.Model = model;

this.Year = year;

}

//methods for increasing and decreasing car speed

public int SpeedUp()

{

return ++this.Speed;

}

public int SlowDown()

{

if (this.Speed > 0)

{

--this.Speed;

}

return this.Speed;

}

//method for displaying information to user using input provided

public void Display()

{

Console.WriteLine(Year + " " + Make + " " + Model + " is going " + Speed + " MPH.");

}

//end of Class Car

}

}

//success!!

