# Creating a Car class

We will model a car in software.

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| **Car**  Class |
| **Fields**  - year : int  - manufacturer : string  - model : string  - isDrivable : bool  - price : double |
| **Methods**  + «constructor» Car(year : int, manufacturer : string, model : string, isDrivable: bool, price : double)  + ToString() : string |

Description of field members:

1. **year**: this private member represents the year value of this object
2. **manufacturer**: this private member represents the manufacturer of this car
3. **model**: this private member represents the model of this car
4. **isDrivable**: this private member indicates if this car be driven
5. **price**: this private member represents the selling price of this car

Description of method members:

1. **Car**: this is the constructor of this class. It takes five arguments and assigns them to the appropriate fields. You will assume that all the arguments will be sane.
2. **ToString**: this method overrides the same method in the base class. It does not take any argument but it returns a string representing this object. You get to decide how the output will look like

In your main method write the code to do the following:

1. Create at least four cars and print them