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// Plane Class Header file for A8
//
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//
// 18 November 2008
//
#ifndef PLANE_H
#define PLANE_H

#include <iostream>
#include <iomanip>
using namespace std;

#include "CPTN230A8class_vehicle_bettle.h"

class Plane : public Vehicle
{
private:
    int altitude;
    int speed;

public:
    Plane();
    void set_altitude(int);
    int get_altitude(void);
    virtual void set_speed(int);
    virtual int get_speed(void);
    ~Plane();
};

#endif

```