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//
// Application source file for A8
//
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//
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//

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

#include "CPTN230A8class_vehicle_bettle.h"
#include "CPTN230A8_class_plane_bettle.h"
#include "CPTN230A8_class_jet_bettle.h"

int main(int argc, char* argv[])
{
    Vehicle *items[3];

    Vehicle slow;
    Plane medium;
    Jet fast;

    items[0] = &slow;
    items[1] = &medium;
    items[2] = &fast;

    cout << endl;
    cout << "Welcome to Assignment 8\n" << endl;

    slow.set_speed(10);
    cout << "The slow vehicle is going " << slow.get_speed() << "
miles per hour.\n" << endl;

    medium.set_speed(100);
    medium.set_altitude(1000);
    cout << "The medium plane is going " << medium.get_speed() << "
miles per hour\n"
        << "at an altitude of " << medium.get_altitude() << " feet.
\n" << endl;

    fast.set_speed(1000);
    fast.set_altitude(10000);
    fast.set_thrust(5000);
    cout << "The fast jet is going " << fast.get_speed() << " miles
per hour\n"
        << "at an altitude of " << fast.get_altitude() << " feet
\n"
        << "with a horsepower thrust setting of " <<
fast.get_thrust() << ".\n" << endl;

    cout << endl;
    for (int i = 0; i < 2; i++ )
    {
        items[i]->set_speed(i * 200);
        cout << "speed = " << items[i]->get_speed();
        cout << endl;
    }
}

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int j;

cout << "Enter 0, 1, or 2: ";
cin >> j;

cout << endl;
items[j]->set_speed(i * 200);
cout << "speed = " << items[j]->get_speed();
cout << endl;

cout << endl;
cout << "Thank you for using Assignment 8\n" << endl;

return 0;
}
```