```cpp
// Vehicle Class Source file for A8
//
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//
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//

#include "CPTN230A8class_vehicle_bettle.h"

Vehicle::Vehicle()
{
      cout << "Vehicle Constructor" << endl;
}

void Vehicle::set_speed(int value)
{
      cout << "Vehicle Set Speed" << endl;
      speed = value;
      return;
}

int Vehicle::get_speed(void)
{
      return speed;
}


Vehicle::~Vehicle()
{
      cout << "Vehicle Destructor" << endl;
}
```