```cpp
 1 //
 2 // Class source file for A3
 3 //
 4 // Hal Bettle
 5 //
 6 // 31 August 2008
 7 //
 8
 9 #include "CPTN230A3class_bettle.h"
10
11 int plane::count_of_planes = 0;
12
13 plane::plane()
14 {
15     cout << "Making a plane." << endl;
16     set_owner("For Sale");
17     speed = 0;
18     altitude = 0;
19     alt_ptr = &altitude;
20     direction = 0;
21     count_of_planes++;
22 }
23
24 plane::~plane()
25 {
26     cout << "Removing " << get_owner() <<  " plane." << endl;
27     count_of_planes--;
28 }
29
30
31 void plane::set_owner(string input)
32 {
33     owner = input;
34     return;
35 }
36
37 string plane::get_owner(void)
38 {
39     return owner;
40 }
41
42
43 void plane::set_speed(int input)
44 {
45     speed = input;
46     return;
47 }
48
49 int plane::get_speed(void)
50 {
51     return speed;
52 }
53
54
55 void plane::set_altitude(int input)
56 {
57     *alt_ptr = input;
58     return;
59 }
60
61 int plane::get_altitude(void)
62 {
63     return *alt_ptr;
64 }
65
66
```

```cpp
67 void plane::set_direction(int input)
68 {
69     this->direction = input;
70     return;
71 }
72
73 int plane::get_direction(void)
74 {
75     return this->direction;
76 }
77
78
79 plane *plane::get_address(void)
80 {
81     return this;
82 }
83
84 int plane::get_plane_count(void)
85 {
86     return count_of_planes;
87 }
```