```cpp
// Plane Class Source file for A8
//
// Hal Bettle
//
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//

#include "CPTN230A8_class_plane_bettle.h"

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

void Plane::set_altitude(int value)
{
      altitude = value;
      return;
}

int Plane::get_altitude(void)
{
      return altitude;
}

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

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


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