```cpp
1  //
2  // Class source file for A2
3  //
4  // Hal Bettle
5  //
6  // 31 August 2008
7  //
8
9  #include "CPTN230A2class_bettle.h"
10
11 plane::plane()
12 {
13     cout << "Making a plane." << endl;
14     set_owner("For Sale");
15     speed = 0;
16     altitude = 0;
17     alt_ptr = &altitude;
18     direction = 0;
19 }
20
21 plane::~plane()
22 {
23     cout << "Removing " << get_owner() <<  " plane." << endl;
24 }
25
26
27 void plane::set_owner(string input)
28 {
29     owner = input;
30     return;
31 }
32
33 string plane::get_owner(void)
34 {
35     return owner;
36 }
37
38
39 void plane::set_speed(int input)
40 {
41     speed = input;
42     return;
43 }
44
45 int plane::get_speed(void)
46 {
47     return speed;
48 }
49
50
51 void plane::set_altitude(int input)
52 {
53     *alt_ptr = input;
54     return;
55 }
56
57 int plane::get_altitude(void)
58 {
59     return *alt_ptr;
60 }
61
62
63 void plane::set_direction(int input)
64 {
65     this->direction = input;
66     return;
```

```
67 }
68
69 int plane::get_direction(void)
70 {
71     return this->direction;
72 }
73
74
75 plane *plane::get_address(void)
76 {
77     return this;
78 }
```