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// Jet Class Source file for A8
//
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//
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//

#include "CPTN230A8_class_jet_bettle.h"

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

void Jet::set_thrust(int value)
{
    thrust = value;
    return;
}

int Jet::get_thrust(void)
{
    return thrust;
}

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

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

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