

```
1 #include "Car.h"
2
3
4 void Car::SetType(const char* _type)
5 {
6     type = new char[strlen(_type) + 1];
7     strcpy(type, _type);
8 }
9
10 void Car::SetCarNumber(const int _carNumber)
11 {
12     carNumber = _carNumber;
13 }
14
15 char* Car::GetType()
16 {
17     return type;
18 }
19
20 int Car::GetCarNumber()
21 {
22     return carNumber;
23 }
24
25
26 char* Suv::GetType()
27 {
28     return (char*)"SUV";
29 }
30
31 char* Sedan::GetType()
32 {
33     return (char*)"Sedan";
34 }
```