

```
public class ActivityCarsTest {  
    public static void CarsTest() {  
        Car car = new Car();  
        car.startEngine();  
        BasicInputOutput.WriteLine(IntegerFunctions.ToString(car.distance));  
        Vehicle vehicle = car;  
        vehicle.drive();  
        BasicInputOutput.WriteLine(IntegerFunctions.ToString(vehicle.distance));  
        BasicInputOutput.WriteLine(IntegerFunctions.ToString(car.distance));  
        car.drive();  
        BasicInputOutput.WriteLine(IntegerFunctions.ToString(car.distance));  
        BasicInputOutput.WriteLine(car.getColor());  
        car.setColor("Red");  
        BasicInputOutput.WriteLine(car.getColor());  
    }  
    public static void main(String[] args) {  
        CarsTest();  
    }  
}
```