

```
public class Car extends Vehicle implements IHasColor {  
    public Integer getSpeed() {  
        return 10;  
    }  
    public void startEngine() {  
        BasicInputOutput.WriteLine("Car engine started");  
        BasicInputOutput.WriteLine("Initial speed: " + IntegerFunctions.ToString(this.getSpeed()));  
  
        super.defaultStartEngine();  
    }  
    public String getColor() {  
        return this.color;  
    }  
    public void setColor(String color) {  
        this.color = color;  
    }  
    private String color = "Black";  
}
```