

```
public abstract class Vehicle {  
    public void drive() {  
        this.distance = this.distance + 1;  
    }  
  
    protected Integer getSpeed() {  
        return 5;  
    }  
  
    protected void defaultStartEngine () {  
        BasicInputOutput.WriteLine("Vehicle engine started");  
    }  
  
    public abstract void startEngine();  
    public Integer distance = 0;  
}
```