

```
#include "ActivityCarsTest.h "
```

```
#include <memory>
```

```
#include "Car.h"
```

```
#include <BasicInputOutput.hpp >
```

```
#include <string>
```

```
#include "Vehicle.h"
```

```
void ActivityCarsTest::CarsTest( )
```

```
{
```

```
    std::shared_ptr<Car> car = std::make_shared<Car>();
```

```
    car->startEngine();
```

```
    alf::library::BasicInputOutput::WriteLine(std::to_string(car->distance));
```

```
    std::shared_ptr<Vehicle> vehicle = car;
```

```
    vehicle->drive();
```

```
    alf::library::BasicInputOutput::WriteLine(std::to_string(vehicle->distance));
```

```
    alf::library::BasicInputOutput::WriteLine(std::to_string(car->distance));
```

```
    car->drive();
```

```
    alf::library::BasicInputOutput::WriteLine(std::to_string(car->distance));
```

```
    alf::library::BasicInputOutput::WriteLine(car->getColor());
```

```
    car->setColor(std::string("Red"));
```

```
    alf::library::BasicInputOutput::WriteLine(car->getColor());
```

```
}
```