

```
#pragma once
```

```
<< ... >>
```

```
class Vehicle
```

```
{
```

```
public:
```

```
    virtual void drive();
```

```
    virtual void startEngine() = 0;
```

```
    int distance = 0;
```

```
protected:
```

```
    virtual int getSpeed();
```

```
    virtual void defaultStartEngine();
```

```
};
```