

Lab 6.5.1 Composition: part 2

Objectives

Familiarize the student with:

- modelling real-world entities in C++;
- the composition of objects from objects of other classes.

Scenario

Below is a recipe for constructing a primitive car. All class names start with a capital letter. Compose a Car from some objects, you should use: one Engine, four Wheels, one Chassis, ten Lights, and one Body. Feel free to define the attributes of these classes. Every class (including Car) must have a print method. In the print method of Car, you just need to call the print method from all the objects. Create one car and call a print method.

Example input

Just print values for one car.

Example output

```
Engine: 1.0
Wheel: 16inches
Wheel: 16inches
Wheel: 16inches
Wheel: 16inches
Chassis: Normal
Light: Type 1
Light: Type 1
Light: Type 2
Light: Type 2
Light: Type 3
Light: Type 3
Light: Type 4
Light: Type 4
Light: Type 5
Light: Type 5
Body: Black
```