

```
#include <iostream>
```

```
#include "vehicle.h"
```

```
using namespace std;
```

```
vehicle::vehicle()
```

```
{
```

```
    v_type = "none";
```

```
    v_age = 0;
```

```
    v_length = 0;
```

```
    v_width = 0;
```

```
    v_max_speed = 0;
```

```
}
```

```
std::string vehicle::getType()
```

```
{
```

```
    return v_type;
```

```
}
```

```
int vehicle::getAge()
```

```
{
```

```
    return v_age;
```

```
}
```

```
int vehicle::getLength()
```

```
{
```

```
    return v_length;
```

```
}
```

```
int vehicle::getWidth()
{
    return v_width;
}
```

```
int vehicle::getMaxSpeed()
{
    return v_max_speed;
}
```

```
void vehicle::setType(std::string t2)
{
    v_type = t2;
}
```

```
void vehicle::setAge(int a2)
{
    v_age = a2;
}
```

```
void vehicle::setLength(int l2)
{
    v_length = l2;
}
```

```
void vehicle::setWidth(int w2)
{
    v_width = w2;
}
```

```
void vehicle::setMaxSpeed(int ms2)
```

```
{
```

```
    v_max_speed = ms2;
```

```
}
```