**complete the following**

#include <iostream>

#include <string>

using namespace std;

class Vehicle

 {

 protected:

 int number\_of\_wheels;

 public:

 Vehicle(){cout <<" construction Vehicle" <<endl;}

 Vehicle( int n ) {cout <<" construction Vehicle" <<endl ;

 number\_of\_wheels=n;}

 ~Vehicle(){cout<<"object destroyed "<<endl;}

 void display()

 {cout<<"number of wheels :" <<number\_of\_wheels<<endl;}

 };

// inherit from Vehicle

class car {

 string model;

 //constructor to print " constructing Car"

 // constructor to set class information

 //destructor do nothing

 //function set to set car information

 //function display

};

void main ()

{

 //creat 2 objects from class car (use different constructor) fill its information and print them out

}