**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

}