```cpp
#include <iostream>

#include <string>


using namespace std;

//class Car

class Car{

private:

        int year; //An int that holds the car's model year.

    string make;// A string object that holds the make of the car.

        int speed;// An int that holds the car's current speed. In addition, the
class should have the following member functions.


        //Constructor The constructor should accept the car's year and make as
arguments and assign these values to the object's year and make member
variables.

        //The constructor should initialize the speed member variable to 0.

public:

        Car(int year,string make){

                this->year=year;

                this->make=make;

                this->speed=0;


        }

        //Accessors. Appropriate accessor functions should be created to allow
values to be retrieved from an object's year, make, and speed member
variables.

        int getYear(){
```

```cpp
            return this->year;
    }
    string getMake(){
            return this->make;
    }
    int getSpeed(){
            return this->speed;
    }




    //accelerate. The accelerate function should add 5 to the speed member
variable each time it is called.
    void accelerate(){
            this->speed+=5;
    }
    //brake. The brake function should subtract 5 from the speed member
variable each time it is called.
    void brake(){
            this->speed-=5;
    }
};

//main method
int main(){
    Car newcar(2014,"Ford");
    cout<<newcar.getMake()<<" "<<newcar.getYear()<<" has speed
"<<newcar.getSpeed();
```

```cpp
//Accelerate
cout<<"\nAccelerate\n";
newcar.accelerate();
cout<<newcar.getMake()<<" "<<newcar.getYear()<<" has speed "<<newcar.getSpeed()<<" now\n";

cout<<"\nAccelerate\n";
newcar.accelerate();
cout<<newcar.getMake()<<" "<<newcar.getYear()<<" has speed "<<newcar.getSpeed()<<" now\n";

cout<<"\nAccelerate\n";
newcar.accelerate();
cout<<newcar.getMake()<<" "<<newcar.getYear()<<" has speed "<<newcar.getSpeed()<<" now\n";

cout<<"\nAccelerate\n";
newcar.accelerate();
cout<<newcar.getMake()<<" "<<newcar.getYear()<<" has speed "<<newcar.getSpeed()<<" now\n";


//Brake
cout<<"\nBrake\n";
newcar.brake();
cout<<newcar.getMake()<<" "<<newcar.getYear()<<" has speed "<<newcar.getSpeed()<<" now\n";

cout<<"\nBrake\n";
newcar.brake();
cout<<newcar.getMake()<<" "<<newcar.getYear()<<" has speed "<<newcar.getSpeed()<<" now\n";
```

```cpp
        cout<<"\nBrake\n";

        newcar.brake();

        cout<<newcar.getMake()<<" "<<newcar.getYear()<<" has speed
"<<newcar.getSpeed()<<" now\n";

        cout<<"\nBrake\n";

        newcar.brake();

        cout<<newcar.getMake()<<" "<<newcar.getYear()<<" has speed
"<<newcar.getSpeed()<<" now\n";


        //delay

        system("pause");

        return 0;
}
```