In class project: Train class

Having already modeled planes and automobiles, it’s time to create a Train class. (This is especially important since we live in Galesburg.) The train’s attributes are its number of locomotives and number of cars. (For the purposes of this project, locomotives are not counted as cars.) Write the entire class, including the following methods:

- A constructor that creates a train with a single locomotive and no cars.
- A method incrementSize that takes a number of cars to add. In addition, one locomotive is added for every 5 added cars (rounded down).
- A method speed that gives the train’s speed in miles per hour, with fractional speeds allowed. The train’s speed in miles per hour is 20 minus the ratio of its number of cars over the number of locomotives.
- A method whistleNoise that takes no arguments and gives the noise made by the train’s whistle (a whole number in unspecified units). The noise is 5 times the number of locomotives.

Each method should have only the arguments essential for its job and only return values when this is specified in the description above.