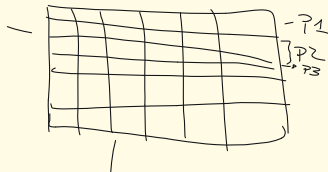
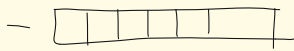


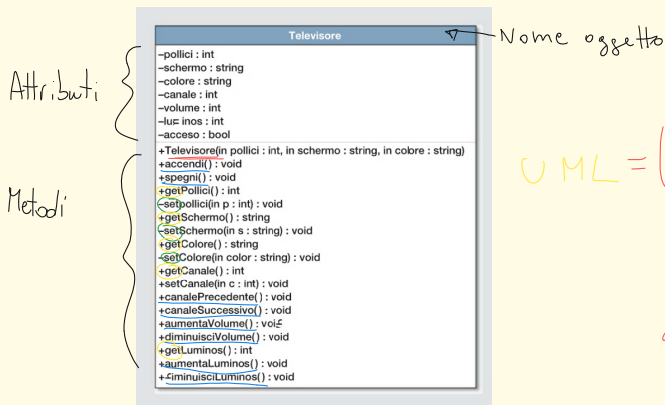
```
#include <cstdlib>
#include <time.h>

- srand(time(0));
- rand() % 6 + 1
- rand() % 20 + 1 → n ∈ [1, 20]
```

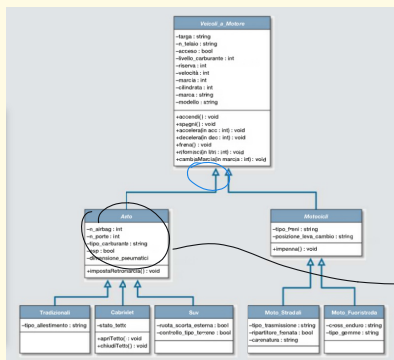
```
bulb = vet[6];
```



Poo (OOP): Programmazione Orientata agli Oggetti



UML = Unified Modelling Language



Ereditarietà

class Auto extends Veicolo_Motore

Polimorfismo

