```
// shopping.cpp
#include "shopping.h"
#include <iostream>

Shopping::Shopping(int wallet) : Wallet(wallet) {}

void Shopping::ReadFromFile(const std::string& filename) {
    std::ifstream file(filename);
    if (!file.is_open()) {
        std::cerr << "Error: Unable to open file " << filename << std::endl;
        return;
    }

    file >> MyProduct.ProductName >> MyProduct.ProductPrice >>
MyProduct.ProductQuantity;
    file.close();
}

void Shopping::CalcOrders() {
    std::string productName;
    int quantity;

    std::cout << "Enter the name of the product you want to buy: ";
    std::cin >> productName;
    std::cout << "Enter the quantity you want to buy: ";
    std::cin >> quantity;

    if (productName == MyProduct.ProductName && quantity <=
MyProduct.ProductQuantity) {
        AmountToPay = MyProduct.ProductPrice * quantity;
        if (AmountToPay <= Wallet) {
            Wallet -= AmountToPay;
            MyOrder.CustomerName = "Customer";
            MyOrder.OrderName = productName;
            MyOrder.QuantityOrdered = quantity;
        } else {
            std::cout << "Insufficient funds in wallet!" << std::endl;
        }
    } else {
        std::cout << "Product not available or quantity exceeds stock!" <<
std::endl;
    }
}

void Shopping::PrintSlip() {
    std::cout << "Customer: " << MyOrder.CustomerName << std::endl;
    std::cout << "Product: " << MyOrder.OrderName << std::endl;
    std::cout << "Quantity: " << MyOrder.QuantityOrdered << std::endl;
}
```

```
void Shopping::SaveToFile() {
    std::ofstream file("PurchaseHistory.txt", std::ios::app);
    if (!file.is_open()) {
        std::cerr << "Error: Unable to open file PurchaseHistory.txt" << std::endl;
        return;
    }

    file << MyOrder.CustomerName << " " << MyOrder.OrderName << " " <<
MyOrder.QuantityOrdered << std::endl;
    file.close();
}

/ shopping.h
#ifndef SHOPPING_H
#define SHOPPING_H

#include <string>
#include <fstream>

struct Product {
    std::string ProductName;
    int ProductPrice;
    int ProductQuantity;
};

struct Order {
    std::string CustomerName;
    std::string OrderName;
    int QuantityOrdered;
};

class Shopping {
private:
    int Wallet;
    int AmountToPay;
    Product MyProduct;
    Order MyOrder;

public:
    Shopping(int wallet);
    void ReadFromFile(const std::string& filename);
    void CalcOrders();
    void PrintSlip();
    void SaveToFile();
};

#endif
```

```
// main.cpp
#include "shopping.h"

int main() {
    Shopping MyShopping(1000); // Set wallet value to 1000
    MyShopping.ReadFromFile("Stock.txt"); // Read content from file Stock.txt

    MyShopping.CalcOrders(); // Place an order
    MyShopping.PrintSlip(); // Print the slip of the order
    MyShopping.SaveToFile(); // Save order to file for company’s record

    return 0;
}
```