





```
// Constructors/Destructors
```

```
//
```

```
order::order () {  
initAttributes();  
}
```

```
order::~~order () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void order::initAttributes () {  
}
```

```
#include "stock.h"

// Constructors/Destructors
//

stock::stock () {
    initAttributes();
}

stock::~stock () { }

//
// Methods
//

// Accessor methods
//

// Other methods
//

void stock::initAttributes () {
}
```

```
#ifndef PRODUCT_H
#define PRODUCT_H
#include "order.h"
#include "stock.h"

#include <string>
#include vector

/**
 * class product
 *
 */

class product : public order, public stock
{
public:

    // Constructors/Destructors
    //

    /**
     * Empty Constructor
     */
    product ();

    /**
     * Empty Destructor
     */
    virtual ~product ();

    // Static Public attributes
```