

↑ 4.26 Text Convo Using Classes - 5 February 2019



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## 4.27 Online shopping cart Lab

Upload your screenshot to blackboard with your points and name showing. No exceptions

Due at 11:59pm on Friday 2/15/2019.

(1) Create three files to submit:

- `ItemToPurchase.h` - Class declaration
- `ItemToPurchase.cpp` - Class definition
- `main.cpp` - `main()` function

Build the `ItemToPurchase` class with the following specifications:

- Default constructor
- Public class functions (mutators & accessors)
- `SetName()` & `GetName()` (2 pts)
- `SetPrice()` & `GetPrice()` (2 pts)
- `SetQuantity()` & `GetQuantity()` (2 pts)
- Private data members
- `string itemName` - Initialized in default constructor to "none"
- `int itemPrice` - Initialized in default constructor to 0
- `int itemQuantity` - Initialized in default constructor to 0

(2) In `main()`, prompt the user for two items and create two objects of the `ItemToPurchase` class. Before prompting for the second item, call `cin.ignore()` to allow the user to input a new string. (2 pts)

Ex:

```
Item 1
Enter the item name:
Chocolate Chips
```

```
Chocolate Chips
Enter the item price:
3
Enter the item quantity:
1

Item 2
Enter the item name:
Bottled Water
Enter the item price:
1
Enter the item quantity:
10
```

(3) Add the costs of the two items together and output the total cost. (2 pts)

Ex:

```
TOTAL COST
Chocolate Chips 1 @ $3 = $3
Bottled Water 10 @ $1 = $10

Total: $13
```

LAB  
ACTIVITY

4.27.1: Online shopping cart Lab

0 / 10



Current file: **main.cpp** ▾

1 |

**Develop mode**

**Submit mode**

Run your program as often as you'd like, before submitting for grading. Below, type any needed input values in the first box, then click **Run program** and observe the program's output in the second box.

Enter program input (optional)

If your code requires input values, provide them here.

**Run program**

Input (from above)



**main.cpp**  
(Your program)



Output (shown below)

Program output displayed here

[Trouble with lab?](#)

[↓ 5.1 Data structures](#)