```cpp
class Product
{
private:
    int _id = 0;
    char *_name = nullptr;
    char *_description = nullptr;
    double _price = 0;
    short _discount = 0; // 0-100%

public:
    double getDiscountPrice();
    void print();
};


class Stock
{
private:
    char *_name = nullptr;
    Product **_products = nullptr; // dynamic array
    size_t _count = 0;

public:
    void print(); // show all products in Stock
    Product* getProductById(int id);
};


// Note: Hər iki class-a aid qeydlər:
// Constructors: Default, Parameterized
// Accessors: Getter, Setter
// Destructor
// Delegation of constructors
// Constructor Overlaoding
```