Classes we will have to make…

1. **Member**

* name
* member number
* membership type
* membership expiration date
* total amount spent

2. **Executive (public member)**

* rebate amount

3. **Report**

* struct memberNode that lets us make a linked list of members
* struct execMemberNode that lets us make a linked list of executive members.
* struct purchaseNode that lets us make a linked list of member purchases