

Inventory Class

Design an Inventory class that can hold information for an item in a retail store's inventory. The class should have the following private data member variables:

Variable Name	Description
<code>itemNumber</code>	An int that holds the item's number.
<code>quantity</code>	An int that holds the quantity of the item on hand.
<code>cost</code>	A double that holds the wholesale per-unit cost of the item.

The class should have the following member functions.

Member Function	Description
default constructor	Sets all the member variables to 0.
Constructor #2	Accepts an item's number, quantity, and cost as arguments. Calls other class functions to copy these values into the appropriate member variables. Then calls the <code>setTotalCost</code> function.
<code>setItemNumber</code>	Accepts an int argument and copies it into the <code>itemNumber</code> member variable.
<code>setQuantity</code>	Accepts an int argument and copies it into the <code>quantity</code> member variable.
<code>setCost</code>	Accepts a double argument and copies it into the <code>cost</code> member variable.
<code>getItemNumber</code>	Return the value in <code>itemNumber</code> .
<code>getQuantity</code>	Return the value in <code>quantity</code> .
<code>getCost</code>	Return the value in <code>cost</code> .
<code>getTotalCost</code>	Return the value in <code>totalCost</code> .

Demonstrate the class by writing a simple program that uses it. This program should validate the user inputs to ensure that negative values are not accepted for item number, quantity, or cost.