

Retail Class Program

Write a class called `RetailItem` that holds data about an item in a retail store. The class should have the following member variables:

Description ~ A string that holds a brief description of the item

unitsOnHand ~ an integer that holds the number of units currently in inventory

price ~ a double that holds an items retail price

reorderQuantity ~ in integer that holds the lowest quantity of units before the store has to order more.

The class should have the following public member functions:

Default constructor	Initializes all values to either " " or zero.
Non-default constructor	Accepts all values as arguments and initializes those values
Mutator Functions	Appropriate mutator functions that store values in these member variables
Accessor Functions	Appropriate accessor functions that return values in these member variables

Create a program that contains a menu to allow the user to do the following:

- 1) Add an item to inventory
- 2) Display all items in inventory
- 3) Check to see if an item is in inventory.
- 4) Display only those items that need to be re-ordered
- 5) Update an item in inventory

Use an array of up to a constant value of 20 inventory items in `main()`. Do not allow the user to enter in more than the constant value. You must use `const`.