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

Variable Name	Description
`itemNumber`	an `int` that holds the item's item number.
`quantity`	an `int` for holding the quantity of the items on-hand.
`cost`	a `double` for holding the wholesale per-unit cost of the item.
`totalCost`	a `double` for holding the total inventory cost of the item (calculated as `quantity` times `cost`).

The class should have the following *public* member functions:

Member Function	Description
Default Constructor	sets all the member variables to 0.
Constructor #2	accepts an item's number, cost, and quantity as arguments. The function should copy these values to the appropriate member variables and then call the `setTotalCost` function.
`setItemNumber`	accept an integer argument that is copied to the `itemNumber` member variable.
`setQuantity`	accepts an integer argument that is copied to the `quantity` member variable.
`setCost`	accepts a `double` argument that is copied to the `cost` member variable.
`setTotalCost`	calculates the total inventory cost for the item (`quantity` times `cost`) and stores the result in `totalCost`.
`getItemNumber`	returns the value in `itemNumber`.
`getQuantity`	returns the value in `quantity`.
`getCost`	returns the value in `cost`.
`getTotalCost`	returns the value in `totalCost`.

Demonstrate the class in a driver program.

Input Validation: Do not accept negative values for item number, quantity, or cost.

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