

Write a class named `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 `int` that holds the number of units currently in inventory.
- **price**. A `double` that holds the item's retail price.

Write a constructor that accepts arguments for each member variable, appropriate mutator functions that store values in these member variables, and accessor functions that return the values in these member variables. Once you have written the class, write a separate program that creates three `RetailItem` objects and stores the following data in them.

	Description	Units On Hand	Price
Item #1	Jacket	12	59.95
Item #2	Designer Jeans	40	34.95
Item #3	Shirt	20	24.95

This rubbish copied from Starting out with C++: From Control Structures through Objects, Fifth Edition by Tony Gaddis, page 800. As much original formatting is preserved as is practical.