#include<iostream>

#include <iomanip>

#include <string>

#include "antique.h"

#include "merchant.h"

using namespace std;

int main()

{

int stockArr[10];

Antique antArr[10];

int inStock;

string inName;

int inStock;

float budget;

int playerOption;

Merchant seller;

string getName, getPrice;

int count = 0;

cin >> inStock;

ifstream inFile(inStock);

if (!inFile.is\_open()) {

cout << "Error! File not found." << endl;

}

if (inFile.is\_open()) {

while (inFile >> inStock >> new\_puppy.breed >> inStock) {

mutators(string setName, float setPrice);

count++;

}

}

inFile.close();

return;

seller(antArr, inStock);

cout << "Enter in budget : $";

cin >> budget;

cout << "Make a selection : ";

cout << "1 - Haggle";

cout << "2 - View menu";

cout << "3 - Select an antique";

cout << "4 - Leave";

cin >> playerOption;

if (playerOption == 1) {

}

}

class Antique {

public:

void mutators(string setName, float setPrice);

void accessors(string getName, float getPrice);

string toString();

private:

string name; // NoName indicates name was not set

float price; // -1 indicates rating was not set

};

Antique::Antique() { // Default constructor

name = ""; // Default name: NoName indicates name was not set

price = 0; // Default rating: -1 indicates rating was not set

}

void Antique::mutators(string setName, float setPrice) {

name = setName;

price = setPrice;

}

void Antique::accessors(string getName, float getPrice) {

name = getName;

price = getPrice;

}

Antique::Antique() {

name = "";

price = 0;

}

string Antique::toString() {

}

#ifndef ANTIQUE\_H

#define ANTIQUE\_H

void mutators(string setName, float setPrice);

void accessors(string getName, float getPrice);

string toString();

#endif

class Merchant {

public:

Merchant(Antique antiques[], int quantities[]);

void haggle();

void printMenu();

void selectAntique();

private:

Antique antiques[10]; // NoName indicates name was not set

int quantities[10];

float revenue;

};

Merchant::Merchant(Antique antiques[], int quantities[]) { // Default constructor

revenue = 0;

}

void Merchant::haggle() {

cout << "You have successfully haggled and everything is 10% off.";

}

void Merchant::printMenu() {

for (int i = 0; i < 10; i++) {

cout << i << ")" << ": $";

}

}

void Merchant::selectAntique() {

int selAnt;

cout << "Enter antique number:" << endl;

cin >> selAnt;

if (quantities[selAnt] ==0) {

cout << "Sorry! Antique is out of stock.";

}

if (balance<0) {

cout << "Insufficient funds.";

}

else {

budget -=

revenue +=

quantities[selAnt] -= 1;

cout << "Enjoy your "<<antiques[selAnt]<<"!";

}

}

#ifndef MERCHANT\_H

#define MERCHANT\_H

Merchant(Antique antiques[], int quantities[]);

void haggle();

void printMenu();

void selectAntique();

#endif