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Individual Summary

Initially we set out to create a base class that would have food and drink items that child classes could inherit from. Once we started the project we created multiple classes of different types of store that sold a food and drink items. Each store would have different types of food items, but drinks would be the same across the stores. We planned on using inheritance that way we could use the same function to access food and drink items, as they were similar types of variables. After creating the classes we ran into an issue with inheritance and ended up creating spate functions for each class. This gave us go good practice with object oriented programing, and implementing header files in cpp files. Once a food order was made, we wanted to print a receipt that the user could see. We also decided to make text files of the orders so the stores can keep track of how much they sold. The orders would then be pushed into a master text file of all orders that were made from each store.

Github was interesting to learn and took some getting used but it was beneficial learning to use. Inheritance was definitely a weakness and something I would like to get more practice on. If I was to redo this project I would incorporate inheritance. I would also like to create a search function for the text files to see what store sold the most, and could even use the text files to keep track of inventory. That way when a customer makes an order, a counter for that food/drink item could start and let me know when an inventory item was low. I would create a message that would pop up letting me know I need to order more of x item. Overall I learned a lot completing this project, it was nice creating a project from the planning phase, to actual implementation.