**Lab Week 6:**

**CODE:**

**SOURCE:**

**// ---------------------------------------------------------------**

**// Programming Assignment: Lab WK 6**

**// Developer: Leah Rieger**

**// Date Written: 08/12/2019**

**// Purpose: Retail Program**

**// ---------------------------------------------------------------**

**#include "retailItem.h"**

**#include <iostream>**

**#include <iomanip>**

**#include <string>**

**using namespace std;**

**//PROTOTYPE FUNCTIONS**

**void displayItem(retailItem item);**

**int totalUnits(retailItem item, retailItem item2, retailItem item3);**

**//first object should use the DEFAULT values**

**//other 2 objects should have values assigned upon creation**

**//user inputs the variables (units on hand & price < 0)**

**//Then program should display all 3**

**//lastly program should tally inventory for all 3 items & display**

**int main() {**

**int sum = 0, unitsOnHand1, unitsOnHand2;**

**string description1, description2;**

**double price1, price2;**

**//Display items**

**cout << "Welcome to your Retail Store! \n";**

**cout << " \n";**

**cout << " \n";**

**cout << "Answer when prompted for each item on description, units on hand & price.\n";**

**cout << " \n";**

**cout << " \n";**

**cout << "Please make sure and give a value greateer than 0\n";**

**cout << " \n";**

**cout << " \n";**

**retailItem item;**

**displayItem(item);**

**cout << "Description of item: " << endl;**

**cin >> description1;**

**cout << "Units on hand: " << endl;**

**cin >> unitsOnHand1;**

**cout << "Price of item: " << endl;**

**cin >> price1;**

**retailItem item2(description1, unitsOnHand1, price1);**

**cout << "Description of item: " << endl;**

**cin >> description2;**

**cout << "Units on hand: " << endl;**

**cin >> unitsOnHand2;**

**cout << "Price of item: " << endl;**

**cin >> price2;**

**retailItem item3(description2, unitsOnHand2, price2);**

**cout << "\nDisplay all items:\n" << endl;**

**sum = totalUnits(item, item2, item3);**

**cout << "The total inventory is: " << sum << endl;**

**}**

**//Display items function**

**void displayItem(retailItem item) {**

**cout << setprecision(2) << fixed << showpoint;**

**cout << "Description: " << item.getDescription() << endl;**

**cout << "Units on hand: " << item.getUnitsOnHand() << endl;**

**cout << "Price: $" << item.getPrice() << endl << endl;**

**}**

**//Total inventory function**

**int totalUnits(retailItem item, retailItem item2, retailItem item3) {**

**int sum = 0;**

**sum += item.getUnitsOnHand() + item2.getUnitsOnHand() + item3.getUnitsOnHand();**

**return sum;**

**}**

**HEADER:**

**// ---------------------------------------------------------------**

**// Programming Assignment: Lab WK 6**

**// Developer: Leah Rieger**

**// Date Written: 08/12/2019**

**// Purpose: Retail Program - header file**

**// ---------------------------------------------------------------**

**#pragma once**

**#include <iostream>**

**using namespace std;**

**class retailItem {**

**//3 objects, first one has default values & other two take user input**

**//test user inputs < 0**

**private:**

**string description;**

**int unitsOnHand;**

**double price;**

**public:**

**//both constructors**

**retailItem(); //default**

**retailItem(string description1, int unitsOnHand1, double price1); //takes arguments**

**//Setters**

**void setDescription(string description2);**

**void setUnitsOnHand(int unitsOnHand2);**

**void setPrice(double price2);**

**//Getters**

**string getDescription();**

**int getUnitsOnHand();**

**double getPrice();**

**};**

**.CPP:**

// ---------------------------------------------------------------

// Programming Assignment: Lab WK 6

// Developer: Leah Rieger

// Date Written: 08/12/2019

// Purpose: Retail Program

// ---------------------------------------------------------------

#include <iostream>

#include <iomanip>

#include <cstdlib>

#include "retailItem.h"

using namespace std;

//retrieving values [get function]

string retailItem::getDescription() {

return description;

}

int retailItem::getUnitsOnHand() {

return unitsOnHand;

}

double retailItem::getPrice() {

return price;

}

void retailItem::setDescription(string description2) {

description = description2;

}

void retailItem::setUnitsOnHand(int unitsOnHand2) {

unitsOnHand = unitsOnHand2;

}

void retailItem::setPrice(double price2) {

price = price2;

}

//add function for default item adding

//Call class and set to variable.

retailItem::retailItem() {

setDescription("Shirt");

setUnitsOnHand(10);

setPrice(33);

}

//add function for adding an item manually.

//cout input variables here

retailItem::retailItem(string description1, int unitsOnHand1, double price1) {

setDescription(description1);

setUnitsOnHand(unitsOnHand1);

setPrice(price1);

}

bool isValid(int value) {

if (value != 0) {

return true;

}

if (value == 0) {

cout << "Uhoh! Please enter a value greater than 0.\n";

return false;

}

}

**Screenshot:**

