7.6 LAB*: Warm up: Online shopping cart (Part 1)

(1) Create three files to submit:

- ItemToPurchase.h - Struct definition and related function declarations
- ItemToPurchase.c - Related function definitions
- main.c - main() function

Build the ItemToPurchase struct with the following specifications:

- Data members (3 pts)
  - char itemName [ ]
  - int itemPrice
  - int itemQuantity
- Related functions
  - MakeItemBlank() (2 pts)
    - Has a pointer to an ItemToPurchase parameter.
    - Sets item's name = "none", item's price = 0, item's quantity = 0
  - PrintItemCost()
    - Has an ItemToPurchase parameter.

Ex. of PrintItemCost() output:

```
Bottled Water 10 @ $1 = $10
```

(2) In main(), prompt the user for two items and create two objects of the ItemToPurchase struct. Before prompting for the second item, enter the following code to allow the user to input a new string. **c** is declared as a char. (2 pts)

```
c = getchar();
while(c != '\n' && c != EOF) {
   c = getchar();
}
```

Ex:

```
Item 1
Enter the item name:
Chocolate Chips
Enter the item price:
3
Enter the item quantity:
1

Item 2
Enter the item name:
Bottled Water
Enter the item price:
1
Enter the item quantity:
10
```

(3) Add the costs of the two items together and output the total cost. (2 pts)

Ex:

```
TOTAL COST
Chocolate Chips 1 @ $3 = $3
Bottled Water 10 @ $1 = $10

Total: $13
```

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Current file: **main.c** Load default template...

```
1  #include<stdio.h>
2  #include<string.h>
3
4  #include "ItemToPurchase.h"
5
6  int main(void) {
7
8     /* Type your code here */
9     int i, total;
10    char c;
```

```
11    const int NUM_ITEMS=2;
12    ItemToPurchase firstItem;
13    ItemToPurchase secondItem;
14
15    for (i = 0; i < NUM_ITEMS; i++) {
16       if (i==0){
17          printf("Item %d\n", i+1);
18          printf("Enter the item name:\n");
```

Develop mode | Submit mode

Run your program as often as you'd like, before submitting for grading. Below, type any needed input values in the first box, then click **Run program** and observe the program's output in the second box.

Enter program input (optional)

If your code requires input values, provide them here.

Run program Input (from above) → **main.c** (Your program) → Output (shown below)

Program output displayed here

Feedback?