

What to do in the Item Class Definition

Inside of the Private section declare a vector of type Item. (I named mine items for simplicity.) After that you just need to make simple declarations for the functions below.

Member Functions for Item Class

getName()

Needs to return the string inside of the Item Class that holds the name.

Simply create a function inside of the public section of the class named getName using the namespace std. All it must do is return the string for the name from the private section.

isEqual()

Must return true if two given item names are equal and false if not.

There will be a parameter for the other item. Make an if statement that test if the given string and a string in the paramater are equal using the “==” operator. In the true segment put return true. Otherwise, return false.

Member Functions for BeadedBag Class

Insert

Must check all items in the array of the specified BeadedBag and if all of them aren't equal to the parameter new Item then pushback the new Item.