

Chapter 3

Retail Class

*****READ THE INSTRUCTIONS BELOW*****

Write a class name `RetailItem` that holds data about an item in a retail store. The class should have the following fields:

- `description` The `description` field is a `String` object that holds a brief description of the item.
- `unitsOnHand` The `unitsOnHand` field is an `int` variable that holds the number of units currently in inventory.
- `price` The `price` field is a `double` that holds the item's retail price.

Write the appropriate mutator methods that store values in these fields and accessor methods that return the values in these fields.

Once you have written the class, write a separate program that creates three `RetailItem` objects and stores the following data in them.

The output should use `printf` and look like the sample below.

Description		Units On Hand	Price
Item #1	Jacket	12	59.95
Item #2	Designer Jeans	40	34.95
Item #3	Shirt	20	24.95