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CSC300

Program 2 - Design

**Class Declarations**

Class GroceryStack

*private variables*

* Struct Node – holds data values and pointer to next node
  + string – Item title
  + int - Quantity
  + double - Cost
* Node \*top – points to the top node address

*public variables*

* Constructors
  + Stack() – the default constructor
* Functions
* void push( ); - adds node to top of stack
* void pop( ); - removes node from top of stack
* void peek( ); - displays top item/s of stack
* void view( ); - displays contents of stack

**Main**

int(main)

while(sentinel value not selected) {

displayMenu();

userMenuSelection(); //switch case

printItems();

prompt user for number of items to print

printTotalValue();

calculates total value of purchases made

exit();

uses sentinel value to exit program

}