

beadedbag.h

1. Declare public member functions
 - 1a. Declare the size function
 - 1b. Declare the insert function
 - 1c. Declare the contains function
2. Declare the private abstract data structure

beadedbag.cpp

1. Write the function definitions for the beadedbag class
 - 1a. Write the definition for insert
 - 1a1. Write an if statement to check if the BeadedBag data structure contains the Item (use the contains function)
 - 1a2. If it doesn't then push the Item object to the back of the BeadedBag data structure
 - 1b. Write the definition for size
 - 1b1. Return the BeadedBag data structures size
 - 1c. Write the definition for contains
 - 1c1. Set up a foreach loop to iterate through the BeadedBag data structure
 - 1c2. Set up an if statement checking if the Item's name in the BeadedBag is the same as the Item argument's name
 - 1c3. If it is the same name return true. Otherwise return false.

item.h

1. Declare the class constructor
 - 1a. Declare the Item constructor with item_name as a parameter
2. Declare the public member functions
 - 2a. Declare the getName function
 - 2b. Declare the isEqual function
3. Declare the private attributes
 - 3a. Declare m_name as a private attribute for the Item class

item.cpp

1. Write the Item constructor with m_name as the parameter
2. Write the function definitions for the Item class
 - 2a. Write the definition for getName
 - 2a1. Return the name for the Item object
 - 2b. Write the definition for isEqual
 - 2b1. Set up an if statement checking if the Item name is the same as the Item argument's name
 - 2b2. If it is then return true. Otherwise return false.