

1. Create a new data member for the Customer class that contains grocery items purchased by the customer. The declaration should look something like this:

`vector<GroceryItem> shoppingCart;`
2. Prompt the user to add an item to their shopping cart by selecting from the list (using the item code).
3. Ask them to supply a quantity (e.g. – they might need 2 cans of Carmela Corned Beef @ 2.99 each)
4. Add these items to their shopping cart and change the **add_purchase** member function any way you see fit. Of course make sure they don't exceed their credit limit.
5. When the customer is finished shopping, print out a simple receipt that looks something like this:

White Rose Low Fat Yogurt	1.99
White Rose Low Fat Yogurt	1.99
White Rose Low Fat Yogurt	1.99
Carmela Corned Beef	2.99
Carmela Corned Beef	2.99
Bird's Eye Mixed Vegetables	0.99
Bird's Eye Mixed Vegetables	0.99
Bird's Eye Mixed Vegetables	0.99
Prego Pasta Sauce	1.79
Nabisco Chips Ahoy!	1.99
Amount Due	17.71
Credit Available	42.29