

## Download and Extract

An initial setup of files is provided to you via a shell script: [Download potd-q5](#)

Using a terminal, extract the initial files by running the shell script you just downloaded (you will need to navigate to the directory where you saved the file):

```
sh potd-q5.sh
```

Your files for this problem will be in the `potd-q5` directory.

## The Problem

Create a program using a new class you create!

First, write a **Food** class:

- Write a class **Food** that has two private member variables: `name_` and `quantity_`.
- Write the functions to access those private member variables. Call them `get_name`, `set_name`, `get_quantity`, and `set_quantity`.
- Write the default constructor.

Now, work on a simple `q5.cpp`:

- Write a function `increase_quantity` in `q5.cpp` (not part of the class **Food**) which increases the quantity of a food by one.
- This function should be called by passing a **Food** object **by pointer**.

Finally, in `main.cpp`, write your `main` function:

- Creates an instance of the **Food** class:
- print out the quantity of food,
- call `increase_quantity` on it, and
- print out the new quantity

## Sample Output

There are many correct outputs, one correct output is the following:

```
You have 5 apples.  
You have 6 apples.
```

## Upload Solution

Drop files here or click to upload.

Only the files listed below will be accepted—others will be ignored.

Total points: 0/1

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Question

Value: 1

History:

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Files

☐ Food.cpp  
not uploaded

☐ Food.h  
not uploaded

☐ q5.cpp  
not uploaded

☐ q5.h

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