```h
#pragma once
#ifndef ITEM_H
#define ITEM_H

#include <string>

using namespace std;

class Item { //Represents an item in the store.
    private:
        //Private data members
        string name;
        int id, amount;
        double price;
    public:
        //Constructors
        Item(); //Default constructor so that it is easier to initialize an array of Items without setting values.
        Item(string, int, double, int); //Overloaded constructor sets all values for Items.
        //Getters
        string getName();
        int getID();
        double getPrice();
        int getAmount();
        //Setters
        void setAmount(int a);
};

Item::Item() { //Default constructor

}

Item::Item(string n, int i, double p, int a) { //Constructor
    name = n;
    id = i;
    price = p;
    amount = a;
}

string Item::getName() {
    return name;
}

int Item::getID() {
    return id;
}

double Item::getPrice() {
    return price;
}

```

```
51  int Item::getAmount() {
52      return amount;
53  }
54
55  void Item::setAmount(int a) {
56      amount = a;
57  }
58
59  #endif
60
```