

Programing Project

Class 1: Medicine	Class 1: Medicine
<u>Private:</u> Medicines: <u>name</u> :string amount of medicine: <u>amount</u> :int expiration dates-month: <u>expirationMonth</u> :string expiration dates-year: <u>expirationYear</u> :int	<u>Private:</u> Tools: <u>name</u> :string year when they were bought: <u>byear</u> :int year they should be changed: <u>year</u> :int
Function	Function
<u>Public:</u> Medicine::Medicine(string n,int a, string m, int year) :name(n), amount(a),expirationMonth(m),expirat ionYear(year) {}	<u>Public:</u> Tools::Tools(string n,int byear,int year) : name(n),buyingYear(byear),changeYear (year) {}

Class 3: Inventory
<u>Private:</u> Call Medicine Call Tools
Function
<u>Public:</u> Call either medicine and tools so i can add a new medicine/tool to my inventory, along with the amount, expiration date and or date or replacement
Medicine::Medicine(string n,int a, string m, int year) :name(n), amount(a),expirationMonth(m),expirationYear(year) {}