Produce.h

```cpp
#include <iostream>
#include <string>

using namespace std;

class Produce {
protected:
        string name, origin;
        double unitPrice;
public:
        Produce();
        Produce(string nameIn, string originIn, double price);
        void setValues(string nameIn, string originIn, double price);
        string getName();
        string getOrigin();
        double getUnitPrice();
        double getPrice(double lbs);
        void display();
};

ostream& operator<<(ostream& out, Produce RHS);
```

Produce.cpp

```cpp
#include "Produce.h"

using namespace std;

Produce::Produce() {
        // Default values
        name = "No name input";
        origin = "No origin input";
        unitPrice = 0;
}

Produce::Produce(string nameIn, string originIn, double price) {
        // Values passed are stored into data members of Produce
        name = nameIn;
        origin = originIn;
        unitPrice = price;
}

void Produce::setValues(string nameIn, string originIn, double price) {
        // Values passed are stored into data members of Produce
        name = nameIn;
        origin = originIn;
        unitPrice = price;
}

string Produce::getName() {
        return name;
```

```cpp
}

string Produce::getOrigin() {
        return origin;
}

double Produce::getUnitPrice() {
        return unitPrice;
}

double Produce::getPrice(double lbs) {
        // Price is the number of pounds times the price per unit
        return unitPrice * lbs;
}

void Produce::display() {
        // Displays the name, origin, and price per unit of Produce
        cout << name << " from " << origin << " costs: " << unitPrice << endl;
}

ostream& operator<<(ostream& out, Produce RHS) {
        // Displays the name, origin, and price per unit of Produce
        return out << RHS.getName() << " from " << RHS.getOrigin() << " costs: " <<
RHS.getUnitPrice();
}
```