```
 1 /************************************************************************
 2  * PROGRAMMER : Ali Eshghi
 3  * STUDENT ID : 1112261
 4  * CLASS      : CS1C
 5  * SECTION    : MW 5pm
 6  * Assign #1  : Deck of cards
 7  * DUE DATE   : 22 January 2020
 8  ************************************************************************/
 9 #ifndef HEADER_H_
10 #define HEADER_H_
11
12
13 //Preprocessor directives
14 #include<iostream>      //For input, output
15 #include<iomanip>       //For style
16 #include<string>     //For using string
17 using namespace std;//using namespace standard
18
19 #define SIZE 5          //defining the constant SIZE = 5
20
21
22 //using #ifndef and #endif to define a structure
23 #ifndef INVENTORY
24 #define INVENTORY
25
26 //definition of inventory structure
27 typedef struct inventory
28 {
29     /**************
30      *  VARIABLES  *
31      **************/
32
33     string  eqpName;  //PROCESS & OUT - storing the name
34     double  price;    //PROCESS & OUT - storing the price
35     int     quantity; //PROCESS & OUT - storing the quantity
36 }inventory;
37
38 #endif
39
40 /***********************************************************
41  * Function - display
42  ***********************************************************
43  * This function just prints out the pointer variable's
44  * value to the screen based on a for loop
45  *
46  * Return type - nothing
47  * void type function
48  ***********************************************************/
49 void display(inventory *inv);
50
51
52 #endif /* HEADER_H_ */
53
```