Assignment: 1

Suppose you are an owner of a Medical Store. You have a software installed which gives you the information of the available medicines, cosmetics, eatables etc. The rough template of the **class** of your software is as below:

**Attributes**:

* Name
* Price
* Quantity
* Expiry Date
* etc…

Items (base class)

**Attributes**:

…..etc

**Attributes**:

* Tab or capsule or liquid etc
* Prescription required…
* bhbhbhb

…etc

Eatables

Cosmetics

Medicines

Tasks 1

* Create a class **Items** as described above with the described minimum attributes (member variables). These are minimum attributes you can add your own as well.
* Add member functions so that you can set and get values of attributes

For e.g:

void setName(char\* name);

char\* getName()

Use only primitive data types for attributes, for e.g. char\* name; Allocate memory dynamically for Name.

* Define explicit constructors, destructor, copy constructor. In you main() create objects using different constructors.
* Define copy constructor, demonstrate one use of it.
* Create array of objects of class Items and retrieve values of attributes by getters for e.g. getName().

Tasks 2

* Rework previous code such that all constructors are called in main at least once.
* Write derived classes following the given diagram. Add atleast 2 attributes (one of them should be an enum type).
* Modify the program such that run time polymorphism can be seen.