Module 4 Homework

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Source Code:

#Create a class called ItemToPurchase that has the following attributes:

# item\_name (string)    - name of the item

# item\_price (float)   - price of the item

# item\_quantity (int)  - quantity of the item

class ItemToPurchase:

    def \_initialize\_(thing):

        thing.item\_name = "none"

        thing.item\_price = 0.0

        thing.item\_quantity = 0

    def print\_item\_cost(thing):

        total\_cost = thing.item\_price \* thing.item\_quantity

        print(f"{thing.item\_name} {thing.item\_quantity} @ ${int(thing.item\_price)} = ${int(total\_cost)}")

# Get the item details from the user

print("Item 1")

item1 = ItemToPurchase()

item1.item\_name = input("Enter the item name:\n")

item1.item\_price = float(input("Enter the item price:\n"))

item1.item\_quantity = int(input("Enter the item quantity:\n"))

print("\nItem 2")

item2 = ItemToPurchase()

item2.item\_name = input("Enter the item name:\n")

item2.item\_price = float(input("Enter the item price:\n"))

item2.item\_quantity = int(input("Enter the item quantity:\n"))

# Output the total cost

print("\nTOTAL COST")

item1.print\_item\_cost()

item2.print\_item\_cost()

total = (item1.item\_price \* item1.item\_quantity) + (item2.item\_price \* item2.item\_quantity)

print(f"\nTotal: ${int(total)}")

Output:

A screen shot of a computer program

AI-generated content may be incorrect.

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