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CPT187 – C02

Chapter 10 - Program 8

REQUIREMENTS

Date Submitted:	4/16/2023
Application Title:	Cash Register
Purpose:	The program will create a class that interacts with the RetailItem class to perform operations on items.
Program Procedures:	First, start the program. Select an operation to perform. When prompted, make further selections.
Algorithms, Processing, and Conditions:	1) Program imports 10-5 as the variable retail 2) Program calls main function 3) Main function creates three instances of the RetailItem class stored as item1, item2, and item3 4) For each instance, the RetailItem class is called 5) The description, number of units in inventory, and price as passed as item, units, and price 6) Mutators for each attribute are created 7) Accessors for each attribute are created 8) User is prompted to choose an action from the menu 9) If the user chooses 1, they are prompted to choose an item from the list 10) Data corresponding to the item is added to the item list in the CashRegister class 11) User is prompted to make another choice 12) If the user chooses 2, the current total is calculated based on the price attributes associated with each item in the item list and the total is printed along with the name, units, and price for each item in their cart is printed 13) If the user chooses 3, the item list is emptied 14) If the user chooses 4, the program is terminated
Notes and Restrictions:	10-5 must be in same file directory.
Comments:	This program makes use of privatized attributes to prevent data manipulation.

USE CASE

1) User starts the program
2) Program prompts user to choose action from the menu
3) Depending on choice, user is either prompted to enter more data or data is printed