// =======================

// Included: Class Objects EC#2

// =======================

// Extra Credit #2

// =======================

// Christian Falucho

// CMPR 121

// =======================

/\*================ FILE NAME ===================\*/

// **Source.cpp**

/\*================ FILE NAME ===================\*/

#include <iostream>

#include <string>

#include "Book.cpp"

int main() {

Book b4("No Rules Rules", 12.3, 1, 15, 2025);

b4.displayBook();

return 0;

}

/\*

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=== CODE OUTPUT ===

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A screenshot of a computer

AI-generated content may be incorrect.

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=== CODE OUTPUT ===

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/\*================ FILE NAME ===================\*/

// **Date.h**

/\*================ FILE NAME ===================\*/

#include <iostream>

#include <string>

using namespace std;

class Date{

private:

int month;

int day;

int year;

public:

Date(/\* args \*/);

~Date();

void setDate(int month, int day, int year);

void displayDate() const;

};

/\*================ FILE NAME ===================\*/

// **Date.cpp**

/\*================ FILE NAME ===================\*/

#include "Date.h"

Date::Date(){

month = 0;

day = 0;

year = 0;

}

Date::~Date(){}

void Date::setDate(int month, int day, int year){

this->month = month;

this->day = day;

this->year = year;

}

void Date::displayDate() const{

cout << month << "/" << day << "/" << year << endl;

}

/\*================ FILE NAME ===================\*/

// **Book.h**

/\*================ FILE NAME ===================\*/

#include <iostream>

#include <string>

#include "Date.h"

class Book{

private:

string title;

float price;

Date date;

public:

// Default constructor

Book();

// Overload constructor

Book(string bookTitle, float bookPrice, int month, int day, int year);

// Destructor

~Book();

void setTitle(string bookTitle);

void setPrice(float bookPrice);

string getTitle();

float getPrice() const;

void displayBook() const;

};

/\*================ FILE NAME ===================\*/

// **Book.cpp**

/\*================ FILE NAME ===================\*/

#include <iostream>

#include "Book.h"

Book::Book(){

price = 0.0;

}

Book::Book(string bookTitle, float bookPrice, int month, int day, int year){

title = bookTitle;

this->price = bookPrice;

date.setDate(month, day, year);

}

Book::~Book(){}

void Book::setTitle(string title){

this->title = title;

}

void Book::setPrice(float bookPrice){

price = bookPrice;

}

string Book::getTitle(){

return title;

}

float Book::getPrice() const{

return price;

}

void Book::displayBook() const {

cout << "Title: " << title << endl

<< "Price: $" << price << endl;

date.displayDate();

}