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

// Included: Source.cpp, PowerTool.cpp, PowerTool.h,

Tool.h, Tool.cpp

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

// HW 8-2

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

// Christian Falucho

// CMPR 121

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

/\*================ CONTENTS FROM Tool.h ===================

#include <iostream>

#include <string>

#ifndef TOOL\_H

#define TOOL\_H

using namespace std;

class Tool{

protected:

int ID;

string name;

double price;

public:

Tool();

Tool(int, string, double);

~Tool();

void setTool(int, string, double);

double getPrice() const;

void showTool() const;

};

#endif

/\*================ CONTENTS FROM Tool.h ===================\*/

/\*================ CONTENTS FROM PowerTool.h ===================

#include <iostream>

#include <string>

#include "Tool.h"

using namespace std;

class PowerTool: public Tool{

private:

string motorType;

char cordless;

public:

PowerTool();

PowerTool(string, char, int, string, double);

~PowerTool();

void setPowerTool(string, char, int, string, double);

void showTool() const;

};

/\*================ CONTENTS FROM PowerTool.h ===================\*/

/\*================ CONTENTS FROM PowerTool.cpp ===================

#include <iostream>

#include <string>

#include <iomanip>

#include "PowerTool.h"

PowerTool::PowerTool(){

motorType = "";

cordless = '\0';

}

PowerTool::PowerTool(string motorType, char cordless, int ID, string name, double price){

this->motorType = motorType;

this->cordless = cordless;

this->ID = ID;

this->name = name;

this->price = price;

}

PowerTool::~PowerTool(){

};

void PowerTool::setPowerTool(string motorType, char cordless, int ID, string name, double price){

this->motorType = motorType;

this->cordless = cordless;

this->ID = ID;

this->name = name;

this->price = price;

}

void PowerTool::showTool() const{

string cordlessAns;

cout << fixed << setprecision(2) << showpoint;

cout << "ID: " << ID << endl;

cout << "Name: " << name << endl;

if (cordless == 'n')

{

cordlessAns = "No";

}

else if(cordless == 'y'){

cordlessAns = "Yes";

}

cout << "Cordless: " << cordlessAns << endl;

cout << "Motor Type: " << motorType << endl;

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

}

/\*================ CONTENTS FROM PowerTool.cpp ===================

/\*================ CONTENTS FROM Source.cpp ===================

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=== MAIN FUNCTION ENDS ===

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#include <iostream>

#include <string>

#include "Tool.h"

#include "PowerTool.h"

using namespace std;

int main(){

unsigned int ID;

string name;

char cordless = towlower(cordless);

string motorType;

double price;

// Declare two objects of PowerTool type: t1 and t2

PowerTool t1("LD 120 20 V", 'Y', 12345, "Black + Decker drill", 59.99);

PowerTool t2;

cout << endl;

cout << "Tool #1: \n";

t1.showTool();

cout << endl;

cout << "Tool #2: \n";

t2.showTool();

cout << endl;

// Input information for the power tool

cout << "Enter information about Tool #2: \n\n";

cout << "ID: ";

cin >> ID;

cin.ignore();

cout << "Name: ";

getline(cin, name);

cout << "Cordless (Y or N): ";

cin >> cordless;

cin.ignore();

cout << "Motor Type: ";

getline(cin, motorType);

cout << "Price: $";

cin >> price;

cout << endl;

cout << "Tool #2 (after the set funcion)\n\n";

// Call the PowerTool member function 'setPowerTool'

t2.setPowerTool(motorType, cordless, ID, name, price);

// Show tool information

t2.showTool();

return 0;

}

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=== MAIN FUNCTION ENDS ===

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/\*================ CONTENTS FROM Source.cpp ===================

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=== CODE OUTPUT ===

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A screenshot of a computer program

AI-generated content may be incorrect.

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=== CODE OUTPUT ===

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