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Corner Grocer Item Tracker

Designed the class to use a private map in the class as suggested. It seemed the easiest way to access the information and not have to worry about two different vectors.

All the functions in the class are public so that main can access them since they are all just different ways of inputting or outputting the information.

```
class ItemTracker {
private:        // private attributes
    map<string, int> itemsSold; // variable to hold name and quantity
public:         // public attributes
    void getUserFile(const string& fileName);   // function to read items sold from a file
    void printAllNumericQuantities();           // function to print map keys and values as integer
    void printHistogram();                      // function to print map keys and values as histogram
    void searchForItem();                       // function to search for specific item and print quantity
    void backupItems(const string& fileName);   // function to write key and value as integer to file
};
```

Main has its own set of functions that are not directly related to the class, and I felt they would just make the class less readable.

```
// declarations for functions not in the class

char enterChar(string message = "");
void printMenu();
void clearScreen(int j);
void menuLoop(ItemTracker cornerGrocer);
string printChar(char character, int numberOfTimes);
```

Main is short and to the point. I added variables for the input file and output file so if the files need to be changed you can just change it in one place.

```
int main() {
    ItemTracker cornerGrocer;       // create object of ItemTracker
    string readFileName = "CS210_Project_Three_Input_File.txt"; // variable for input file
    string writeFileName = "frequency.dat";                     // variable for output file
    cornerGrocer.getUserFile(readFileName);     // read in input file
    cornerGrocer.backupItems(writeFileName);    // write output file
    menuLoop(cornerGrocer);                     // menu for user to access information

    return 0;
}
```