

Products Application

You have been appointed the manager of a new general store. As you know some programming, you will be creating a software that manages the inventory logic.

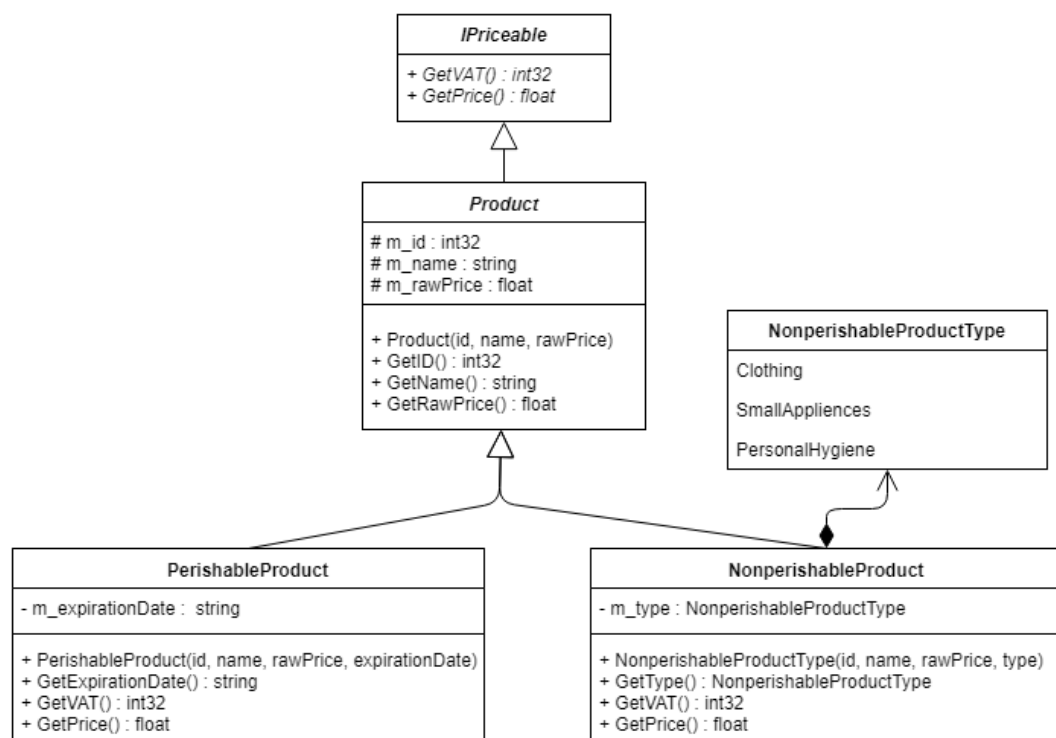
Requirements

Phase 1

1. Read the products from the input file `product.prodb` into a vector. Use a single class to represent a product. Watch out for member variable types, memory is precious! No setters allowed, we want a product object to be immutable!
2. Print only the NonperishableProducts on the screen, with the price calculated based on VAT.
3. Provide functionality to sort by name or by price.

Phase 2

1. Commit your source code to BitBucket
2. Implement the class hierarchy from the diagram.



3. Make sure the functionality from Phase 1 still works!
4. Commit often:
 1. After each class you finish
 2. After you added working functionality
 3. Before refactoring!

