Shopping Cart Pseudocode

1. Create Address.h
2. Create Address Class
3. Declare private data member­­
   1. String streetAddress
   2. String city
   3. String state
   4. String zipCode
4. Create Public
   1. Create Address Constructor which initializes parameters
   2. Create Default Constructor
   3. Create Void setStreetAddress function which takes in a string
   4. Create string getStreetAddress function which returns the street name
   5. Create Void setCity function which takes in a string
   6. Create string getCity function that returns city name
   7. Create Void setState function which takes in a string
   8. Create string getState function that returns state name
   9. Create Void setzipCode function that sets zipCode as a string
   10. Create string getzipCode function that returns zipCode as a string
5. Create Address.cpp
   1. Include Addrress.h file
   2. Create Address Class Implementation
   3. Implement Constructor which takes the parameters and gets access to the private data members of Address.h file.
   4. Implement default constructor
   5. Implement setStreetAddress which takes in a string and gets access to StreetAddress
   6. Implement getStreetAddress which returns streetAddress
   7. Implememt setCity which takes in a string and gets access to City
   8. Implement getCity which returns city
   9. Implement setState which takes in a string and gets access to State
   10. Implement getState which returns state
   11. Implement setZipCode that sets zipCode as a string and gets access to ZipCode
   12. Implement getZipCode which returns ZipCode