Shopping Cart Pseudocode

1. Include Address.h
2. Include Customer.h
3. Include Product.h
   1. Declare Global Class array of customers
   2. Declare Global Class array of Products
   3. Declare Global Class array of Address
   4. Declare Global double creditLimit, price; string customer, customer\_name, customer\_num; string address, city, zipcode, state, street\_address; string associate, products, description; Int itemNo, stockQuantity;
   5. Declare global int mapAddress vector
   6. Declare global Address Class vector: customer\_addresses
   7. Create assignVectoraddress which assigns customer addresses based on the index its mapped
   8. Create generateOrderNum which generates a random number
   9. Create addAddress which Looks for customer address in vector and if found returns index
   10. Create getCustomerFileInfo which grabs info within file and parses it by delimiter
   11. Create getProductFileInfo grabs info within file and parses it by delimiter
   12. Create countLinesInFile which counts lines within file
   13. Create bool checkCustomerStuff which checks to make sure customer items and credit are vaild
   14. Create int main
       1. Create filecount which store number of lines for the file returned by countLinesInFile
       2. Create productfilecount which store number of lines for the file returned by countLinesInFile
       3. Call getCustomerFileInfo which takes in number of lines and file and parses strings within file and stores them within variables
       4. Call getProductFileInfo which takes in number of lines and file and parses strings within file and stores them within variables
       5. Create a for loop to loop through number of lines in filecount and prints the class objects for each index in the different class arrays