Shopping Cart Pseudocode

1. Create Product.h file
2. Create Class Product
3. Declare Private data members
   1. Int ItemNo
   2. String description
   3. Double price
   4. Int stockQuantity
4. Create Public
   1. Create product constructor which takes 4 arguments
   2. Create product default constructor
   3. Create void setItemNo function which takes in an int and sets item number
   4. Create int getItemNo function which returns item number
   5. Create void setDescription which takes in a string and sets item description
   6. Create string getDescription function which returns item description
   7. Create void setPrice which takes in a double and sets item price
   8. Create double getPrice which returns a double
   9. Create void setStockQuanitity function which takes in an int and sets item stock quantity
   10. Create int getStockQuantity function which returns item stock quantity
5. Create Product.cpp
   1. Include “Product.h” file
   2. Create implementation of Product class
   3. Implement constructor which takes 4 arguments and gets access to the private data members of the product.h file
   4. Implement default constructor
   5. Implement setItemNo which gets access to ItemNo
   6. Implement getItemNo which returns Item Number
   7. Implement setDescription which takes in a string and gets access to description
   8. Implement getDescription which returns descriptions
   9. Implement setPrice which takes in a double and gets access to Price
   10. Implement getPrice which returns Price
   11. Implement setStockQuantity which gets sets item stock quantity
   12. Implement getStockQuantity which returns item stock quantity