Product psuedocode

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Purpose: document that outlines product.h and product.cpp files

Shopping Cart (product) Pseudocode

1. Create Product header file:
   1. Create product class
   2. Declare private members:
      1. Int ItemNo
      2. String Description
      3. Double Price
      4. Int stockQuantity
   3. Declare public members:
      1. Create constructor that takes no arguments
      2. Create constructor that takes 4 arguments
      3. Create function “int getItemNo” that gets the item number
      4. Create function “double getPrice” that gets the price
      5. Create function “int getStockQuantity” that gets the stock quantity
      6. Create function “string:: getDescription” that gets item description
      7. Create void setItemNo that takes an int and sets the item number
      8. Create void setStockQuantity that takes an int and sets the stock quantity
      9. Create void setPrice that takes a double and sets the price
      10. Create void setDescription that takes in a string and sets the item description
2. Create product.cpp file
   1. declare the Product object using the default constructor
   2. declare Product object using constructor that takes 4 arguments
      1. itemNo = newItemNo;
      2. stockQuantity = newQuantity;
      3. price = newPrice;
      4. description=desc;
   3. declare void setItemNo that gives access to the item number
   4. declare void setStockQuantity that gives access to the stock quantity
   5. declare void setPrice that gives access to the price
   6. declare void setDescription that gives access to the item description
   7. Declare int getItemNo that returns the item number
   8. declare int getStockQuantity that returns stock quantity
   9. declare int getPrice that returns item price
   10. declare int getDescription that returns the item description