PRODUCT PSEUDOCODE

1. Create Product.h file

2. Create Product Class

3. Declare private data members

   int itemNo, string Description, double Price, int stockQuantity

4. Create public member functions

   Create product constructor (4 arguments)

   Create default constructor

   Create (void) setitemNo function (takes int)

   Create (void) setDescription (takes string)

   Create (void) setPrice (takes double)

   Create (void) setstockQuanitity function (takes int)

   Create (int) getitemNo function (returns int)

   Create (string) getDescription (returns string)

   Create (double) getPrice (returns double)

   Create (int) getstockQuantity function (returns int)

5. Create Product.cpp

   #include Product.h file

Implement Product class

Implement Product constructor (4 args)

Implement default constructor

Implement setItemNo (takes int) and mutates itemNo

Implement setDescription (takes string) and mutates description

Implement setPrice (takes double) and mutates price

Implement setStockQuantity (takes int) and mutates stockQuantity

Implement getItemNo (returns itemNo)

Implement getDescription (returns description)

Implement getPrice (returns price)

Implement getStockQuantity (returns stockQuantity)