PRODUCT PSEUDOCODE

1. Create Product.h file
2. Create Class Product
3. Declare Private data members

int itemNo

string Description

double Price

int stockQuantity

1. Create Public

Create product constructor (4 arguments)

Create product default constructor

Create void setitemNo function that sets item number

Create int getitemNo function that returns an item number

Create void setDescription that takes in a string and sets item description

Create string getDescription function that returns item description

Create void setPrice

Create double getPrice

Create void setstockQuanitity function which takes in an int and sets item stock quantity

Create int getstockQuantity function which returns item stock quantity

1. Create Product.cpp

Include “Product.h” file

Create implementation of Product class

Implement constructor with 4 arguments and access the private data members of the Product.h file

Implement default constructor

Implement setitemNo to get access to item number

Implement getitemNo to return the item number

Implement setDescription to take in a string and gets access to description

Implement getDescription to return description

Implement setPrice to take in a double and access Price

Implement getPrice that returns Price

Implement setstockQuantity that sets item stock quantity

Implement getstockQuantity that returns item stock quantity