14.1 Module 2 Project: Nutritional information (classes/constructors)

Given main(), complete the `FoodItem` class (in files FoodItem.h and FoodItem.cpp) with constructors to initialize each food item. The default constructor should initialize the name to "Water" and all other fields to 0.0. The second constructor should have four parameters (food name, grams of fat, grams of carbohydrates, and grams of protein) and should assign each class data member with the appropriate parameter value.

Include comments throughout the code. Include pseudo code and desk check at the end of the code as comments.

Ex: If the input is:

```
Water
```

the output is:

```
Nutritional information per serving of Water:
   Fat: 0.00 g
   Carbohydrates: 0.00 g
   Protein: 0.00 g
Number of calories for 1.00 serving(s): 0.00
```

Ex: If the input is:

```
M&M's
10.0
34.0
2.0
3.0
```

where M&M's is the food name, 10.0 is the grams of fat, 34.0 is the grams of carbohydrates, 2.0 is the grams of protein, and 3.0 is the number of servings, the output is:

```
Nutritional information per serving of M&M's:
   Fat: 10.00 g
   Carbohydrates: 34.00 g
   Protein: 2.00 g
Number of calories for 1.00 serving(s): 234.00
Number of calories for 3.00 serving(s): 702.00
```

Note: The program outputs the number of calories for one serving of a food and for the input number of servings as well. The program only outputs the calories for one serving of water.

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Current file: **FoodItem.cpp** ▾

```
1  Loading latest submission...
```

Develop mode	**Submit mode**

Run your program as often as you'd like, before submitting for grading. Below, type any needed input values in the first box, then click **Run program** and observe the program's output in the second box.

Enter program input (optional)

If your code requires input values, provide them here.

Run program   Input (from above) ⟶ **FoodItem.cpp** (Your program) ⟶ Outp

Program output displayed here

Coding trail of your work   What is this?

Retrieving signature