```
phobos
                                                     main.cpp
                                                                 item.h
                                                                            item.cpp
 assignments
                                             assignments/week_4/assignment_10/inventory_project/main.cpp
    old
                                                     #include "item.h"
    week_4
      assignment_10/inventory_project
                                                     using namespace std;
         = inv
        item.cpp
                                                     int main() {
         h item.h
                                                      Item item1("Notebook", 10);
                                                      Item item2("Pencil", 50);
        main.cpp
                                                      item1.display();
      assignment_11
                                                      item2.display();
  new-game-project
  .gitignore
                                                      return 0;
```

Inventory_project - zsh

Item: Notebook, Quantity: 10
Item: Pencil, Quantity: 50

→ inventory_project git:(week-4) X ./inv

→ inventory_project git:(week-4) X

daniel@kashyyk:~/code/phobos/assignments/week_4/assignment_10/inventory_project

→ inventory_project git:(week-4) X clang++ -std=c++17 -o inv *.cpp