

Project

Define a class called `Item` that consists of a string called `name`, a double called `price`, and an int called `quantity`. The price represents the price per unit, so if you have an `Item` with the name "apple", the price "0.80" and the quantity 4, then it means that this `Item` represents 4 apples, with each apple costing 80 cents. It should have get and set methods for each field (following the normal naming convention - `getName`, `setName`, `getPrice`, `setPrice`, `getQuantity` and `setQuantity`). It should have a constructor that takes three parameters (in the order given above) and passes them to the set methods. It should have a default constructor that sets `name` to "", `price` to 0.0 and `quantity` to 0.

Define a `ShoppingCart` class which contains as a data member an array of pointer-to-`Item` (`Item*`) that can contain up to 100 `Item` pointers. It should also have an int data member called *arrayEnd* that keeps track of the index of the next empty spot in the array. You should have a default constructor that initializes each element of the array to `NULL` and initializes *arrayEnd* to zero. It should have a function called *addItem* that takes as a parameter a pointer to an `Item` and adds it to the array (and updates *arrayEnd*). It should have a function called *totalPrice* that returns the total cost of all `Items` in the `ShoppingCart` (for which you must take into account the quantity of each `Item`). Your classes may get used as follows:

```
Item a("affidavit", 179.99, 12);

Item b("Bildungsroman", 0.7, 20);

Item c("capybara", 4.5, 6);

Item d("dirigible", 0.05, 16);

ShoppingCart sc1;

sc1.addItem(&a);

sc1.addItem(&b);

sc1.addItem(&c);

sc1.addItem(&d);

double diff = sc1.totalPrice();
```

Potential parenthesis pitfalls: Remember not to use empty parentheses when declaring an object. If you are invoking a constructor that takes parameters, then you would use parentheses with parameters inside, but if you are invoking the default constructor, you don't use parentheses at all. Also remember that all function calls must have parentheses - if a function doesn't take any parameters, then you must put an empty pair of parentheses.

The files must be called: **Item.hpp**, **Item.cpp**, **ShoppingCart.hpp** and **ShoppingCart.cpp**.

`Item.cpp` and `ShoppingCart.hpp` should both `#include Item.hpp`. `ShoppingCart.cpp` should `#include ShoppingCart.hpp`. The main method you write for testing will also need to include `ShoppingCart.hpp`. If you named the file with your main method "cartMain.cpp", then you can compile your program with "g++ Item.cpp ShoppingCart.cpp cartMain.cpp -o cart".

