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Program :SE

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#include <iostream>

#include <iomanip>

#include <cmath>

using namespace std;

//define price of product 1,2,3,4,5 and tax.

#define pp1 2.98

#define pp2 4.50

#define pp3 9.98

#define pp4 4.49

#define pp5 7.86

#define tax 0.06

// function prototypes

void function\_1();

void function\_2();

void function\_3();

void function\_4();

void function\_5();

//integer

int qp1, qp2, qp3, qp4, qp5;

// Charges, subtotal ,total tax, and total

double c1, c2, c3, c4, c5, subtotal, ttax, total;

int main()

{

//quantity of product

qp1 = 2;

qp2 = 10;

qp3 = 0;

qp4 = 5;

qp5 = 0;

//calculation of charges

c1 = pp1\*qp1;

c2 = pp2\*qp2;

c3 = pp3\*qp3;

c4 = pp4\*qp4;

c5 = pp5\*qp5;

//subtotal

subtotal = c1 + c2 + c3 + c4 + c5;

// total tax

ttax = subtotal\*tax;

cout << " quantity of product 1 ( 2.98) : 2\n";

cout << " quantity of product 2 ( 9.98) : 10\n";

cout << " quantity of product 3 ( 9.98) : 0\n";

cout << " quantity of product 4 ( 4.49) : 5\n";

cout << " quantity of product 5 ( 7.86) : 0" << endl << endl << endl;

function\_5();

return 0;

}

//Function 1

void function\_1()

{

cout << " CHARGES\n";

cout << "DESCRIPTION COSTS QUANTITY CHANGES\n";

cout << "------------------------------------------------------------------------\n";

cout << "Product 1 " << setw(15) << pp1 << setw(23) << qp1 << setw(22) << c1 << endl;

cout << "Product 2 " << setw(15) << pp2 << setw(23) << qp2 << setw(22) << c2<< endl;

cout << "Product 3 " << setw(15) << pp3 << setw(23) << qp3 << setw(22) << c3 << endl;

cout << "Product 4 " << setw(15) << pp4 << setw(23) << qp4 << setw(22) << c4 << endl;

cout << "Product 5 " << setw(15) << pp5 << setw(23) << qp5 << setw(22) << c5 << endl;

}

//function 2

void function\_2()

{

cout << "SUBTOTAL" << setw(62) << subtotal << endl;

}

//function 3

void function\_3()

{

cout << "TAX" << setw(67) << fixed << setprecision(2) << ttax << endl;

}

//function 4

void function\_4()

{

cout << "TOTAL" << setw(65) << subtotal + ttax << endl;

}

void function\_5()

{

function\_1();

function\_2();

function\_3();

function\_4();

return 0;

}