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1  // stock1.h SPA Stock class declaration with constructors, destructor added
2  #ifndef STOCK1_H_
3  #define STOCK1_H_
4
5  class Stock
6  {
7  private:
8      char company[30];
9      int shares;
10     double share_val;
11     double total_val;
12     void set_tot() { total_val = shares * share_val; }
13 public:
14     Stock();           // default constructor
15     Stock(const char * co, int n = 0, double pr = 0.0);
16     ~Stock();          // noisy destructor
17     void buy(int num, double price);
18     void sell(int num, double price);
19     void update(double price);
20     void show();
21 };
22
23 #endif
24

```