POTD5.1. Problem of the Day #5

## Download and Extract

An initial setup of files is provided to you via a shell script: Download potd-q5

Using a terminal, extract the initial files by running the shell script you just downloaded (you will need to navigate to the directory where you saved the file):

```
sh potd-q5.sh
```

Your files for this problem will be in the potd-q5 directory.

## The Problem

Create a program using a new class you create!

First, write a Food class:

- Write a class Food that has two private member variables: name\_ and quantity\_.
- Write the functions to access those private member variables. Call them get\_name, set\_name, get\_quantity, and set\_quantity.
- · Write the default constructor.

Now, work on a simple q5.cpp:

- Write a function increase\_quantity in q5.cpp (not part of the class Food) which increases the quantity of a food by one.
- This function should be called by passing a Food object by pointer.

Finally, in main.cpp, write your main function:

- Creates an instance of the Food class:
- print out the quantity of food,
- call increase\_quantity on it, and
- · print out the new quantity

## Sample Output

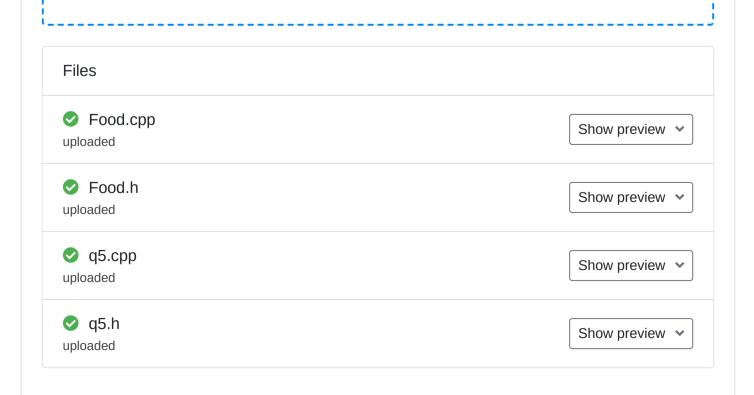
There are many correct outputs, one correct output is the following:

```
You have 5 apples.
You have 6 apples.
```

## **Upload Solution**

Drop files here or click to upload.

Only the files listed below will be accepted—others will be ignored.



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Question	
Value:	1
History:	1
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