

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.

Files

✓ Food.cpp
uploaded

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✓ Food.h
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✓ q5.cpp
uploaded

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POTD 5

Total points: 1/1

Score: 100%

Question

Value: 1

History: 1

Awarded points: 1/1

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Submitted answer

correct: 100%

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Files

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Food.cpp

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q5.cpp

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Score: 3/3 (100%)

Test Results

✓ [1/1]

Test that set_name and get_name work.

▾

✓ [1/1]

Test that set_quantity and get_quantity work.

▾

✓ [1/1]

Test that increase_quantity works.

▾