System Analysis and Design

# Goal

Build a tracker for one of your favorite things. This tracker will allow you to build and maintain a list of your favorite things.

# Functional Requirements

data that describes and identifies them

* Examples: My CDs – where each CD has a Name, an Artist, a rating and a favorite track

Welcome the user (me) to what you want to track

The program should allow you to input items to the list, to what you want to track

Should loop until the user does not want to add anymore to the list

User can’t add the same thing twice

User should have the option to display the list if he or she chooses to.

All these requirements must be in classes

# Program Requirements

Minimum:

* A Class for your favorite thing
* An Array Class that contains the collections of your favoite things

Favorite thing Class:

* 5 private member elements (data)
* String class for any member data that a name or description
* A default constructor
* A method to capture a new favorite item for the user
* Getters and Setters for each private member
* An overloader
  + Operator friend function tha will display your favorite item to the console

Array Class:

* An array of favorite things (max size 100) and any additional member data needed for the list
* At least 1 constructor
* A method that checks if the item has already be inputed.
  + Should pass a reference to a favorite thing object
  + Return a boolean true/false
* THEN ^ , a method that adds the new item to the list via refernece
* A method to print the entire list in a good way

Must have one .h and .cpp per class. And the main funtion should be in a seperate cpp file

# Extra credit

Ask the user if he wants to delete an item.