

Project 1 (Part B): DonorType Class

For this part of the project, implement the class **DonorType** that **inherits** from the **MemberType** class. Make sure that all the **.h files** are in the **Header Files folders** and all the **.cpp files** are in the **Source Files folder**. Implement the **DonorType** class as follows:

- **Member variables**
 - A double that will store a donation amount.
- **Default constructor**
 - Initializes the member variable of this class.
 - (*Why there is no need to initialize the parent's member variables?*)
- **Overloaded constructor**
 - **Parameters:** first name, last name, membership number, and donation (in this order)
 - Initializes all member variables to the given values.
 - (*Make sure you use the format presented in the inheritance lecture slides.*)
- Function **setDonorInfo()**
 - **Parameters:** first name, last name, membership number, and amount
 - Re-sets the first name, the last name, the membership number, and the amount of a donor to the new values passed → use the **parent's** member function **setMemberInfo**.
- Function **setAmountDonated()**
 - **Parameter:** A double storing a donation amount.
 - Re-sets the donation to the new value.
- Function **getAmountDonated()**
 - Returns the donor's donation
- Function **printDonor()**
 - Prints the donor's information → No need to re-write an implementation that you already have; use the **parent's** member function **printMemberInfo**.
- Function **printDonation()**
 - Prints the donor's information in the following format:
 Lastname, Firstname
 Donation amount: \$#.##

 where **#.##** is replaced by the donation amount (only 2 decimal places).
 Note that there are **4 spaces BEFORE** the word "Donation."
- **Destructor**

Create testing cases in the **Main.cpp** file to test your functions.