CSCN 112 – PARTICIPATION LAB #1

## Creating class objects, header files, and implementation files

# Learning Objectives

- Practice proper programming form

- Demonstrate the ability to work in a group

- Learn how to successfully create a class using header and implementation files

- Implement class objects and use them in a program successfully

# Overview:

Your team is starting up a new bakery (you may be creative with your bakery name). You need to create a program that will automate the ordering system, allowing your patrons to purchase various items from the menu before printing out an overall total. This system will be created through several labs throughout the semester, but your initial goal is to be able to create menu items. Use the following steps to guide your process:

1. Create your header and implementation files for a class named menuItem
2. The menuItem class should be used to store the name of the item, the price of the item, and how many of that specific item has been ordered (quantity)
3. Your class should include appropriate functions - accessor and mutator functions and a print function
4. In main, confirm that you can create an object of the menuItem class
5. Next, you need to be able to bring in an item that your bakery is going to sell (using a text file and function(s)). For now, your code should focus on being able to bring in a **SINGLE** menu item
6. Once you’ve brought in the menu item, you should then demonstrate the ability to print it off successfully!