COP2221 – Intermediate C++ Programming

Module #13 Assignment Two

Directions

- Consider this class definition – **study** it carefully – **be sure you understand the purpose of each part of this code**!

// RetailItem Class

```
// Class declaration
class RetailItem
{
private:
   string description;  // Item description
   int unitsOnHand;     // Units on hand
   double price;        // Item price

public:
   // Constructor
   RetailItem(string d, int u, double p)
      { description = d; unitsOnHand = u; price = p; }

   // Mutators
   void setDescription(string d)
      { description = d; }

   void setUnitsOnHand(int u)
      { unitsOnHand = u; }

   void setPrice(double p)
      { price = p; }

   // Accessors
   string getDescription()
```

```
    { return description; }

  int getUnitsOnHand()
    { return unitsOnHand; }

  double getPrice()
    { return price; }
};
```

Access **Module #13 Quiz Two** to answer some questions about this class definition.

Now, access the .ccp file that contains the above class definition – you will add your code to the function main located in this file. Program 13-8 & Program 13-9 in the text are good examples to use as you work thru this assignment.

Using the file, add this code:

- Add your name as the programmer (**1 point**)
- Using the above programs as an example – ask the user to enter the information needed to create a RetailItem object (**1 point**)
    - Create 3 **RetailItem** objects
- Code the void **displayItem(RetailItem);** as indicated in the code. This function should display (nicely) each of the 3 **RetailItem** objects – study the code from the suggested programs to help with this task (**3 points**)
- Write the code to update the price of each **RetailItem** object to reflect a 25% price decrease (**2 points**)
- Redisplay the 3 **RetailItem** objects with the updated prices (**1 point**)
- Submit your .cpp file as indicated