Module 11 In-Class Practice 4

IceCream Class

Instructions

Add a destructor member function to your IceCream class. Put the function prototype in **IceCream.h** and the function definition in **IceCream.cpp**. All the destructor should do is print "**The [flavor] in a [cone] with [topping] has been destroyed (eaten).**" and replace flavor, cone, & topping with the attribute's values.

Write a completely NEW **Driver.cpp** to do the following:

Prompt the user to enter the number of ice creams wanted, then dynamically allocate an array of pointers to IceCream of size equal to the prompted number.

Next, use a for loop to prompt the user to enter the data about all ice cream desired, then dynamically create the IceCream object and place it in the array in the correct element. After entering all the data, print the data to the screen by calling the printIceCream function for each object in a loop.

Finally, make sure to not cause any memory leaks. Make sure to release each IceCream pointed to in the array, use a for loop, and then release the array.

Sample Output

```
How many ice creams would you like?  2

Enter data for ice cream 1:

Type of cone:           waffle cone
What flavor?            chocolate
What topping?           M&Ms
Price                   $3.99

Enter data for ice cream 2:

Type of cone:           cup
What flavor?            cookies & cream
What topping?           hot fudge
Price                   $4.99

************************************YOUR ICE CREAM ORDER:

Ice cream number 1
Cone:           waffle cone
Flavor:         chocolate
Topping:        M&Ms
Price           $3.99


Ice cream number 2
Cone:           cup
Flavor:         cookies & cream
Topping:        hot fudge
Price           $4.99

The chocolate in a waffle cone with M&Ms has been destroyed (eaten).

The cookies & cream in a cup with hot fudge has been destroyed (eaten).
```