Serendipity Booksellers Software Development Project— Part 18: A Problem-Solving Exercise

For this chapter's assignment, you will implement a queue data structure for processing items purchased at the cash register.

Previously you modified the `cashier` function to ask how many titles the customer is purchasing, and dynamically allocate an array of `SoldBook` objects large enough to hold that many titles. Modify the function so it stores the `SoldBook` objects in a queue instead of the dynamic array. As the function dequeues the objects, it should perform the necessary calculations to compute the customer's sale and display the simulated sales slip.