

## Movie: Class\_

### Attributes

price:double;  
&name: std::string;

### Methods

Movie():Movie;  
Movie(const std::string &name, double price):Movie;  
~Movie():Movie;  
&getName() const:const std::string ;  
setName(const std::string &name):void ;  
getPrice() const:double ;  
setPrice(double price):void ;  
toString()const:virtual std::string;