This is an old test question.

Define and implement a class named Refrigerator (or Fridge if that's easier) that will hold an array of **pointers to** Food.

- **You may NOT use vectors for this class!**
- Do not implement *any* functions inline. (I.e., do not write the function definitions in the class definition.)
- The number of Food items that the Fridge can hold will be given as an argument to the Fridge constructor. The default value is 17, but understand that this might grow later (the Fridge should expand as needed to hold as much food as given to it).
- *Assume* that the Food class is defined in the file food.h. **Do not define the food class.** Assume that any needed operators, constructors, etc. are already available and implemented for the food class.
- Write functions to add food items to the fridge and a function to delete a food item (given a food item to delete, remove the first instance of that food item).
- Provide an output operator for the Fridge class, which displays the food in the Fridge. Remember, you should assume that the Food class already has an overloaded output operator.
- Provide a less-than operator which determines if one Fridge can hold fewer food items than another Fridge.
- Provide an "indexing" operator that looks up a food item by name and returns the items's ingredients. Assume the `FOOD` class has accessors `getName` and `getIngredients`, both of which return a string. Yes, one string holds all the ingredients for a food item. You are writing this operator *only* to be used to look up a value, not to insert one. You may assume that the specified food item will be present in the array.
- You must **declare** all three of the Big 3 in your header file. However, you **only** need to **implement** the assignment operator (in the implementation file, of course).