

COSC 1336 – Programming Fundamentals I Bonus Program

Write a class named *Retail_Item* that holds data about an item in a retail store. The class should store the following data in attributes:

- Item Number
- Item Description
- Units in Inventory
- Price

Create another class named *Cash_Register* that can be used with the *Retail_Item* class. The *Cash_Register* class should be able to internally keep a list of *Retail_Item* objects. The class should have the following methods:

- A method named *purchase_item* that accepts a *Retail_Item* object as an argument. Each time the *purchase_item* method is called, the *Retail_Item* that is passed as an argument should be added to the list.
- A method named *get_total* that returns the total price of all the *Retail_Items* objects stored in the *Cash_Register*'s internal list.
- A method named *show_items* that displays data about the *Retail_Item* objects stored in the *Cash_Register* object's internal list.
- A method named *clear* that should clear the *Cash_Register* object's internal list.

Write a main function that uses the *Cash_Register* class to allow the user to select several items for purchase. When the user is ready to check out, the program should display a list of all the items he or she has selected for purchase, as well as the total price, taxes, and the final price.

Turn in the following:

1. A softcopy of your source codes (LastNameBonus.py)
2. A hardcopy of your source code (BonusProgram.py)
3. A hardcopy of your output

Initial Inventory

Item Number	Description	Units in Inventory	Price
1000	Pants	10	19.99
2000	Jeans	2	25.95
3000	Shirt	15	12.50
4000	Dress	3	79.00
5000	Socks	50	1.98
6000	Sweater	5	49.99
7000	Jacket	1	85.95

Program Menu

1. Pants
2. Jeans
3. Shirt
4. Dress
5. Socks
6. Sweater
7. Jacket
8. Show Inventory