

TextUI	call
MainMenu	Consistent, it only displays the menu
RouteChoice	Consistent, the choice should be changed
ItemMenu	Consistent, items are constants when created

ShoppingCart	call
AddItem	Complete, cart should support add item
RemoveItem	Complete, cart should support remove item
DisplayCart	Convenient to users
ClearCart	Convenient, we don't have a write a loop to remove the item
get_items	Convenient, users can get the item from cart to check

Store	call
Store	Complete, initiate the store so that all items is clear
DisplayInventory	Complete, user should know what is in store
Items	Cohesive, what exactly item is, and its contributes
CartItems	Clear, users can always what is in the cart
AddItemToCart	Complete, users can add items to carts
RemoveItemFromCart	Complete, users can remove from carts
DisplayCart	Clear, users can know what is in the cart
Checkout	Complete, users need to checkout
ClearCart	Convenient, users can easily clear all from carts

get_name	Clear, user can get the name knowing from function prototype
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Item	
get_id	Complete, users can get private attribute id
get_quantity	Complete, users can get private attribute quantity
get_cost	Complete, users can get private attribute type
get_type	Complete, users can get private attribute type
IncreaseQuantity	Complete, quantity should increase when users put the item out of the cart
DecreaseQuantity	Complete, quantity should decrease when users put one in the cart
ToString	Convenient, designed for ostream function
Clone	Convenient, users can get the same copy of current item
Ostream& operator <<	Convenient, easy to output

2.

It creates a copy of the item with same id type and cost

We can have the same copy object instead of using new to create a new one.