CS 5202
Object Programming

CS 5163

Operations
Memory (word)

INT

Abstract Data Types

Class ADT OOP
Manager

Menu

Intro

Product Abstraction

Manager Inventory at Store

Input

Add New Product

Remove Product

View

Scan Info

Insert/Insert Product

Modify

Err
Data Abstraction
Class product

{ 
  public:
  
  Prototypes
  Member Functions
  
  private:
  Data Members
  Utility Functions

Data that represents what a product is

* what should the "job" of a product be

"Data inside a product"
class Product
    String name ="NAME";
    float price = 0.0;
    char barcode = "123-456;"
    int quantity = 0;

    public:
        Product();
        ~Product();

    private:
        void change_price(float new_price);
        void change_barcodes(char new_barcode);
        void display_info();
        void read_info();

    public:
        class Product
            "" prototype
        "" students
        "" const
        "" include

    "" INTERFACE
```cpp
void product::display() {
    cout << name << endl;
    cout << (ios :: fixed, ios :: showpoint);
    cout << setprecision(2);  
    cout << count();  
    cout << count_setf(10);  
    cout << count_swap();  
}
```
```plaintext
if (strcmp (bank, "backdo") == 0) {
  company
  price
  amount data number
  for i = 0; i < n; i += 2 {
    return 0;
  }
  return 3;
}
return 4;

int product := check-bread
```
A Product

void Read_Inventory (Product array);

void Inventory (old, num-prod);

int num-prod = 0;

Product arr [SIZE];