

Lab 5.1.4 Classes and objects: ShopItemOrder

Objectives

Familiarize the student with:

- defining a C++ class from scratch;
- modelling real-world entities with classes and objects.

Scenario

Now that you have the basics, try to implement your own C++ class!

Let's say we're building an e-commerce site and you are tasked with implementing a single-item order in a shopping cart.

- Your class should be named **ShopItemOrder**.
- The item order shall store the following information:
 - item name;
 - item unit price;
 - number of items ordered.
- There will be access methods allowing to:
 - get and set all of the above information;
 - get the total price for the order;
 - print the order in a user-friendly way.

You can take any approach to calculating the total price.

```
class ShopItemOrder
{
    // Write your code here
};
```