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Code to store and process a list of Cheeses.

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#include <string>

#include <vector>

#include "Cheese.cpp"

using namespace std;

// display all of the information on the cheeses, one per line.

void listAll(vector<Cheese> listOfCheeses)

{

for(Cheese acheese : listOfCheeses)

{

cout << acheese.name << " " << acheese.instock << " " << acheese.price << endl;

}

}

// given the name of the cheese, return how many pounds are in stock.

// return 0 if it is not in stock

int howmanyPoundsOf(vector<Cheese> listOfCheeses, string name)

{

for(Cheese acheese : listOfCheeses)

{

return acheese.instock;

}

}

// if we sell all of our stock, how much money is it? in other words, for

// each cheese multiply the amount in stock by the price per pound. Add them all up.

double totalInventory(vector<Cheese> listOfCheeses)

{

double money = 0;

double sum = 0;

for(Cheese acheese : listOfCheeses)

{

money = acheese.instock \* acheese.price;

sum = sum + money;

}

return sum; // just a placeholder

}

// return the name of the most expensive cheese (if there is a tie, return whichever)

string mostExpensive(vector<Cheese> listOfCheeses)

{

string mostexpensive = "dummy";

double price = 0;

for(Cheese acheese : listOfCheeses)

{

if(acheese.price > price)

{

price = acheese.price;

}

// process this many pounds of the given cheese. If the cheese is already in the list,

// add these pounds to the amount already there.

// If the cheese is NOT in the list, you will need to add it to the list, and ask the user

// (cin) for the price.

void processShipment(vector<Cheese> & listOfCheeses, string name, int pounds)

{

bool inlist = false;

double price = 0;

for(int count = 0; count < listOfCheeses.size(); count++)

mostexpensive = acheese.name;

}

}

return mostexpensive;

}

// process this many pounds of the given cheese. If the cheese is already in the list,

// add these pounds to the amount already there.

// If the cheese is NOT in the list, you will need to add it to the list, and ask the user

// (cin) for the price.

void processShipment(vector<Cheese> & listOfCheeses, string name, int pounds)

{

bool inlist = false;

double price = 0;

for(int count = 0; count < listOfCheeses.size(); count++)

{

if(listOfCheeses[count].name == name)

{

listOfCheeses[count].instock = listOfCheeses[count].instock + pounds;

cout << "New stock of " << listOfCheeses[count].name << ": " << listOfCheeses[count].instock << endl;

inlist = true;

}

}

if(inlist == false)

{

cout << "what is the price of the cheese? " << endl;

cin >> price;

}

Cheese newcheese;

newcheese.name = name;

newcheese.instock = pounds;

newcheese.price = price;

listOfCheeses.push\_back(newcheese);

cout << "New cheese data:" << endl;

cout << newcheese.name << " " << newcheese.instock << " " << newcheese.price << endl;

}

}

// Save the information in the vector to the given file.

// this file should be able to be re-read by the program.

void saveToFile(vector<Cheese> listOfCheeses, string filename)

{

}