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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)

 {

 }