

This document contains information about laboratory exercises.

# Object programming - classes 6

Subjects - Program components, Standard Template Library.

## 1. Program components.

1. Open file *Supermarket.cpp*.
2. Define and initialize two variables (*TAX,PROMOTION*). First from them should store the value of tax (called in Polish VAT) for every product added to basket. Second variable should store the value of promotion given to Customers that buy products of overall value more than 300.
3. Change value of products in basket that it will be enlarged by VAT tax. Give promotion in CashDesk for every Customer that have in basket product for value higher than 300.
4. Create new project and add to it file *Supermarket.cpp*.
5. Move declaration of classes to appropriate header files *\*.h*
6. Move definitions of classes to appropriate files *\*.cpp*.
7. In header files use variables (*TAX,PROMOTION*) defined in the main file. Use keyword *extern*.

## 2. Standard Template Library

1. Create *vector* of Customers and *vector* of CashDesks. Add to each vector at least three different objects.
2. Write a function that process every Customer from vector at given CashDesk. Let the declaration of this function be as below:  

```
process(vector<Customer> wektor, CashDesk kasa)
```
3. Using function transform process all Customers from *vector* in such a way that every Customer would go to a CashDesk with the smallest account turnover (smallest profits).

## 3. Do it yourself tasks

Look at documentation at webpage <http://www.cplusplus.com/>

1. Write to file information about Customers and CashDesks.
2. Read form file description of Customers and CashDesks.