

```
1 #include <string>
2 #include <iostream>
3
4 #include "item.h"
5
6 #ifndef FOODITEM_H
7 #define FOODITEM_H
8
9 using namespace std;
10
11 class FoodItem : public Item
12 {
13     public:
14         FoodItem( string name = "fooditem", unsigned int value = 0, unsigned int calories = 0, string unitOfMeasure = "nounits",
15                 float units = 0 );
16         virtual ~FoodItem();
17
18         void setCalories( unsigned int calories );
19         void setUnitOfMeasure( string unitOfMeasure );
20         void setUnits( float units );
21
22         unsigned int getCalories();
23         string getUnitOfMeasure();
24         float getUnits();
25
26         string toString();
27
28     private:
29         unsigned int calories;
30         string unitOfMeasure;
31         float units;
32
33 };
34
35 #endif
```