

```
1  #include "fooditem.h"
2
3  FoodItem::FoodItem( string name, unsigned int value, unsigned int calories, string unitOfMeasure, float units )
4  : Item( name, value ), calories( calories ), unitOfMeasure( unitOfMeasure ), units( units )
5  {
6      /* empty */
7  }
8
9  FoodItem::~FoodItem()
10 {
11     /* empty */
12 }
13
14 void FoodItem::setCalories( unsigned int calories )
15 {
16     this->calories = calories;
17 }
18
19 void FoodItem::setUnitOfMeasure( string unitOfMeasure )
20 {
21     this->unitOfMeasure = unitOfMeasure;
22 }
23
24 void FoodItem::setUnits( float units )
25 {
26     this->units = units;
27 }
28
29 unsigned int FoodItem::getCalories()
30 {
31     return this->calories;
32 }
33
34 string FoodItem::getUnitOfMeasure()
35 {
36     return this->unitOfMeasure;
37 }
38
39 float FoodItem::getUnits()
40 {
41     return this->units;
42 }
43
44 string FoodItem::toString()
45 {
46     stringstream ss;
47
48     ss.setf( ios::fixed );
49     ss.setf( ios::showpoint );
50     ss.precision( 2 );
```

```
51
52     ss << this->getName() << ", $" << this->getValue() << ", " << this->getUnits() << " " << this->getUnitOfMeasure() << ", " <<
53     this->getCalories() << " calories";
54     return ss.str();
55 }
```