

```
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 = "nouns",
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 #endif
34
```