```
/*
 * Class name:  TradeItem (source file)
 * Class description:  Class definition for the type TradeItem.  TradeItem objects represent an item that can be sold or
 *      traded.  Each instance has a name, a value, and a flag indicating whether the item is legal or illegal to have.
 *
 * Programmer:  Chad Philip Johnson
 * Date created: February 21st, 2013
 * Last date modified: May 10th, 2013
 *
 * Sources Used:
 *      None
 */

#include "tradeitem.h"

/* constructor/destructor definitions */

TradeItem::TradeItem( string strItemName, unsigned int uintItemValue, bool boolIsContraband )
: strItemName( strItemName ), uintItemValue( uintItemValue ), boolIsContraband( boolIsContraband )
{
    /* empty */
}


TradeItem::~TradeItem()
{
    /* empty */
}

/* accessor/mutator functions */

string TradeItem::getItemName()
{
    return this->strItemName;
}

void TradeItem::setItemName( string strItemName )
{
    this->strItemName = strItemName;
}

unsigned int TradeItem::getItemValue()
{
    return this->uintItemValue;
}

void TradeItem::setItemValue( unsigned int uintItemValue )
{
    this->uintItemValue = uintItemValue;
}
```

```
51
52  bool TradeItem::getIsContraband()
53  {
54      return this->boolIsContraband;
55  }
56
57  void TradeItem::setIsContraband( bool boolIsContraband )
58  {
59      this->boolIsContraband = boolIsContraband;
60  }
61
62  /* overloaded operator definitions */
63
64  bool operator == ( const TradeItem& objTradeItemLeft, const TradeItem& objTradeItemRight )
65  {
66      if( ( objTradeItemLeft.uintItemValue == objTradeItemRight.uintItemValue )
67              && ( objTradeItemLeft.strItemName == objTradeItemRight.strItemName ) )
68      {
69          return true;
70      }
71
72      return false;
73  }
74
```