```cpp
// QuantumDuck.cpp

/* I have never personally executed this recipe and, quite frankly, I'd be
    afraid to try it!  I have no idea of the exact measurements, but these
    seem reasonable to me.  Cannot guarantee the tenderness of this dish */

#include "CFood.h"

Product QuantumDuck(double DesiredMass){
    Product Matter = new Product;
    Cookthing Cern = Measure("ParticleAccelerator", Each, 1);
    Ingredient SubAtomics[] = {
        Measure("TopQuark", LM.Tbl, DesiredMass * 5);
        Measure("UpQuark", WM.Oz, DesiredMass * 4.375);
        Measure("CharmQuark", WM.Lb, DesiredMass * .001258);
        Measure("StrangeQuark", DM.Peck, DesiredMass * 3);
        Measure("DownQuark", DM.Pint, DesiredMass * .5);
        Measure("BottomQuark", LM.Cup, DesiredMass);
        };
    Cern.Insert(SubAtomics);
    SubAtomics.Tesserate(0, 0, 0, 1.44 * 1e+11);
    Matter.Ingredients = SubAtomics;
    Matter.SetYield(WM.Lb, DesiredMass * 2.2); // No! I will NOT express it as N
    Matter.Servings = .981; // OK, maybe I did
    return Matter;
    }
```