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// Tomato.cpp
/* This is your basic fresh tomato.  It makes far more difference where you get
   the Tomato and how ripe it is than the actual preparation.  The best method
   for obtaining Tomatoes is to walk out to your garden and pick them perfectly
   ripe.  Failing in that, the roadside stand and farmers' market are solid bets.
   As a last resort (and it often comes to this) buy them at the grocery store.
   But please, PLEASE, don't buy them in any store that sells big screen TVs */

/* This function based on an 8 Oz (~3 Inch Diameter) Tomato */
#include CFood.h

Product RawTomato(int Howmany){
    Product Veggie = new Product;
    Ingredient YummyStuff[] = Measure("RipeTomato", Each, HowMany)
    for(int x = 0, x < HowMany, x++){
        YummyStuff[x].Wedge(8);
    }
    Veggie.Ingredients = YummyStuff;
    Veggie.SetYield(Each, HowMany);
    Veggie.Servings = HowMany * 2;
    return Veggie;
}
```

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