CMPS 2010 Lab 4

Fall 2022

Part 1 - Menus & Input Validation
Create a cash register for a simple fruit shop that sells 3 different fruits.
1. Display the shop inventory with line item options
2. Request two items from the user: **option** (line item), and **quantity requested**.
3. Use an input loop for both option and quantity to force the user to provide valid inputs
4. Verify that the quantity requested is valid for the option chosen
5. If option and quantity are valid:
   a. Update the stock (ex: applesInStock -= quantityRequested)
   b. Print a message indicating how many of the fruit chosen are left
6. If option and quantity are invalid:
   a. Print an error message

The output might look something like this:

```
IT'S FRUIT TIME! CHOOSE AN OPTION!

CURRENT INVENTORY:
1) Apples: 20
2) Bananas: 30
3) Oranges: 10

Please choose a line item: 1
Please enter desired quantity: 5

There are 15 apples remaining.
```

Part 2 - While Loop & Flag
Continue where you left off with Part 1:
1. Allow the user to complete multiple transitions using a while loop and a flag.
2. Add prices for your fruit and keep track of the total amount earned.
3. Add a fourth option to quit the program (this will update the flag)
4. Before the program ends print the total money earned.