CMPS 221 Lab 2

Spring 2015

Part 1
Create a cash register for a simple fruit shop that sells 3 different fruits.
Program algorithm:

1. Display shop inventory with line item options
2. Request 2 items from the user: option (line number) and quantity desired
3. Use if statement to make sure fruit choice and quantity are valid
4. If option is valid:
   a. Update the stock (ex: applesInStock -= quantityRequested)
   b. Print a message indicating the transaction was completed
5. If option is invalid:
   a. Print an error message
6. Display the inventory again with the updated quantities

Part 2
Continuing where you left off with Part 1:

1. Allow the user to complete multiple transactions using a while loop and a flag
2. Add prices for you fruit and keep track of the total amount earned
3. When the user chooses to end the program print the total money earned.