using System;

namespace ULVApp

{

class namespace\_c1

{

public void func()

{

Console.WriteLine("ULVApp");

}

}

class order

{

static void Main(string[] args)

{

ULVApp.namespace\_c1 fc = new ULVApp.namespace\_c1();

fc.func();

Console.ReadKey();

//Ask customer's name ?

Console.WriteLine("Custermer's name?");

//Create a string variable and get user input from the keyboard and store

string customerName = Console.ReadLine();

//Print the value of the varible(customer's name)

Console.WriteLine("Custermer's name is " + customerName);

//Ask customer's order.

Console.WriteLine("How many soda? ");

//Create a int variable and get user input from the keyboard and store

int x = Convert.ToInt32(Console.ReadLine());

//Ask customer's order.

Console.WriteLine("How many sandwhich? ");

//Create a int variable and get user input from the keyboard and store

int y = Convert.ToInt32(Console.ReadLine());

//Total bill

float sodaPrice = 1.99F;

float sandwhichPrice = 4.99F;

sodaPrice \*= x;

sandwhichPrice \*= y;

Console.Write("The Total Price is:");

Console.WriteLine(Math.Round(sodaPrice + sandwhichPrice));

//payment option

bool cash = true;

bool creditcard = false;

Console.WriteLine("Do you like paying cash? " + cash);

Console.WriteLine("Do you like paying creditcard? " + creditcard);

if (cash)

{

Console.WriteLine("Please pay cash.");

}

else

{

Console.WriteLine("Please slide card.");

}

}

}

}

