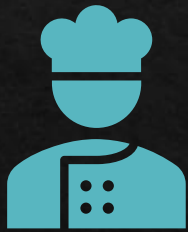
The background of the entire image is a dense, overlapping field of three-dimensional numbers. The numbers are rendered in a light blue color with a soft, white-to-blue gradient. They are scattered across the frame, with some appearing larger and more prominent than others, creating a sense of depth and movement. The numbers include digits from 0 to 9, as well as some larger numbers like 10, 20, and 30. The lighting is soft, casting gentle shadows that emphasize the 3D nature of the digits.

# Pizza Restaurant Menu

By: Cameron Harvey

# Program Purpose



Program will list a menu for customers to order from.



Menu will contain all items offered by a pizza restaurant.



Users will be able to choose the items they wish to purchase and receive a total amount for the order upon completion.

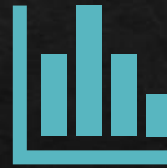
# Goals



## Menu

Repeats till user ends order  
Lists main items, sides, and  
beverages

All items ordered will be printed  
at the end



## Price Calculation

Total price should be calculated  
Printed when user ends their  
order

Price should be correct




## Error Check

Unaccepted input by the user  
should return an error




# Menu Design

Menu is repeatedly printed after each item is chosen by using a while loop with a Boolean value as the control.



User input is obtained in each loop by the user inputting a character value which corresponds to the item they want to purchase.



The menu is formatted for easy readability.

# Price Calculation

A float variable holds the total price for the customer's order.

Upon adding an item to the order, the total price is updated and printed.

The final price is printed once the order is completed a long side of the items ordered



If a user inputs something not supported by the program, an error message is printed to the console, and the program returns to the menu.



The price and current list of items ordered is not effected by any error made while ordering.

# Handling Errors

# State Diagram

