**Grocery Store Program:** The Grocery Store program operates with a dictionary of food items and prices. The Grocery store interfaces with the user who is typing. Watch this example of a final product:

**Initialize:**

* I would initialize a variable to hold the user's choice. A string set to “” that then gets overwritten with the user input.

**Dictionary:** The store’s inventory is placed in a dictionary.

**List:**

* Within the function, there is an empty list called ‘values’ If an item in the list is equal to a key in the dictionary, the key is appended to the values list
* Outside of the function, an empty list called ShoppingList. The user is asked what they would like to add to their grocery list and their input is appended to the ShoppingList list.

**Function:**

* Function Prices: Takes the inventory of items and the user’s grocery list as the parameters.
* If an item in the list is equal to a key in the dictionary, the key is appended to the values list
* The Total variable will be equal to the sum of the items in the values list and is returned.

**Control flows:**

* I will need a while loop to prompt the user continuously to make the grocery list.
* I will also need if/else statements to determine what happens when the user types ‘stop’

**Expected Output:**

* I expect prompts to the user to add multiple items to their list.
* I expect the user’s list to be printed
* I expect the total of all the values in the list to be printed