#include <stdio.h>

int main() {

int locks, stocks, barrels, tlocks, tstocks, tbarrels;

float lprice, sprice, bprice, sales, comm;

int c1, c2, c3, temp;

lprice = 45.0;

sprice = 30.0;

bprice = 25.0;

tlocks = 0;

tstocks = 0;

tbarrels = 0;

printf("\nEnter the number of locks and to exit the loop enter -1 for locks\n");

scanf("%d", &locks);

while (locks != -1) {

c1 = (locks <= 0 || locks > 70);

printf("Enter the number of stocks and barrels\n");

scanf("%d %d", &stocks, &barrels);

c2 = (stocks <= 0 || stocks > 80);

c3 = (barrels <= 0 || barrels > 90);

if (!c1) {

temp = tlocks + locks;

if (temp > 70) {

printf("New total locks = %d not in the range 1..70, so old total locks remain\n", temp);

} else {

tlocks = temp;

printf("Total locks = %d\n", tlocks);

}

} else {

printf("Value of locks not in the range 1..70\n");

}

if (!c2) {

temp = tstocks + stocks;

if (temp > 80) {

printf("New total stocks = %d not in the range 1..80, so old total stocks remain\n", temp);

} else {

tstocks = temp;

printf("Total stocks = %d\n", tstocks);

}

} else {

printf("Value of stocks not in the range 1..80\n");

}

if (!c3) {

temp = tbarrels + barrels;

if (temp > 90) {

printf("New total barrels = %d not in the range 1..90, so old total barrels remain\n", temp);

} else {

tbarrels = temp;

printf("Total barrels = %d\n", tbarrels);

}

} else {

printf("Value of barrels not in the range 1..90\n");

}

printf("\nEnter the number of locks and to exit the loop enter -1 for locks\n");

scanf("%d", &locks);

}

printf("\nTotal locks = %d\nTotal stocks = %d\nTotal barrels = %d\n", tlocks, tstocks, tbarrels);

sales = lprice \* tlocks + sprice \* tstocks + bprice \* tbarrels;

printf("\nThe total sales = %f\n", sales);

if (tlocks > 0 && tstocks > 0 && tbarrels > 0) {

if (sales > 1800.0) {

comm = 0.10 \* 1000.0 + 0.15 \* 800 + 0.20 \* (sales - 1800.0);

} else if (sales > 1000) {

comm = 0.10 \* 1000 + 0.15 \* (sales - 1000);

} else {

comm = 0.10 \* sales;

}

printf("The commission is = %f\n", comm);

} else {

printf("Commission cannot be calculated\n");

}

return 0;

}