The Task — Student Snack Shop 🍪

You are writing instructions for a computer that manages a snack purchase.

A student enters a shop with some money and buys food.

Given Information

- The student starts with **50 coins**
- A sandwich costs **18 coins**
- A drink costs **7 coins**
- A cookie costs **4 coins**

The student buys:

- 1 sandwich
- 1 drink
- 2 cookies

What Your Instructions Must Do

Part 1 — Store Starting Data

Create variables to represent:

- the student's money
- the prices of each item
- the amount of each item bought

Part 2 — Calculate the Purchase

Calculate:

1. The total price of cookies
2. The total price of all items together
3. The money left after paying

Store every result in a new variable.

Part 3 — Update the Wallet

After payment:

- Update the money variable so it contains the remaining amount

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Part 4 — Output

Display:

1. The total payment
2. The remaining money

Important

Do NOT skip steps in your thinking.

For example, instead of:

```
money = 50 - 18 - 7 - 8
```

Write:

```
Calculate totalCookiesPrice
Calculate totalPurchasePrice
Calculate remainingMoney
Set money to remainingMoney
```

If you want, I can also generate:
• a harder version (with mistakes students must fix)
• or a version that introduces input from the user