

```
//main.c
```

```
#import<Foundation/Foundation.h>
```

```
#import "tax.h"
```

```
#import "bill.h"
```

```
#import "taxCalculator.h"
```

```
int main()
```

```
{
```

```
    Bill *bill = [[Bill alloc]init];
```

```
    float amount ;
```

```
    char str[256];
```

```
    NSLog(@"enter the type of bill");//inputting the values,i.e billtype and amt
```

```
    scanf("%s",str);
```

```
    NSLog(@"enter the amount");
```

```
    scanf("%f",&amount);
```

```
    //allocate memory for type of bill
```

```
    NSString *type = [NSString stringWithUTF8String:str];
```

```
    [bill setType:type];
```

```
    [bill setAmount:amount];
```

```
    //allocate mem for tax
```

```
    TaxCalculator *tax =[[TaxCalculator alloc]init];
```

```
    [tax Calc:bill];
```

```
    //release memory allocated
```

```
    [type release];
```

```
    [bill release];
```

```
    [tax release];
```

```
    return 0;
```

```
}
```