You are tasked with creating a text-based program for simulating a **Vending Machine**

Create a **computer program** that allows a user to enter an amount of money, then interactively purchase a number of products until they either stop or the balance is zero. When they stop, print out a receipt. The receipt should contain the following:

* 1. A list showing each item bought and the cost of each item.
  2. The total money received.
  3. The total spent.

Their change, if their balance was not completely spent.

**Example Program Output**

**Balance: $0.0. Insert money or press enter to continue: (ENTER)**

**You have not entered any money.**

**Balance: $0.0. Insert money or press enter to continue: 5**

**Balance: $5.0. Insert money or press enter to continue: 5**

**Balance: $10.0. Insert money or press enter to continue: -5**

**We don't accept negative money!**

**Balance: $10.0. Insert money or press enter to continue: (ENTER)**

**Please select a product: (Coke, Chips, Chocolate, Stop): COKE**

**You bought Coke for $3.0. You have $7.0.**

**Please select a product: (Coke, Chips, Chocolate, Stop): coke**

**You bought Coke for $3.0. You have $4.0.**

**Please select a product: (Coke, Chips, Chocolate, Stop): CoKe**

**There is no Coke left. You have $4.0.**

**Please select a product: (Coke, Chips, Chocolate, Stop): Chips**

**Chips cost $5. You have $4.0. You can’t afford that.**

**Please select a product: (Coke, Chips, Chocolate, Stop): Chocolate**

**You bought Chocolate for $2.0. You have $2.0.**

**Please select a product: (Coke, Chips, Chocolate, Stop): STOP**

**----- Final Receipt -----**

**Coke $6.0**

**Chocolate $2.0**

**Amount received: $10.0**

**Amount spent: $8.0**

**Change given: $2.0**

**Thank you for shopping!**

**(N)ext customer, or (Q)uit? q**