In a small town in a faraway land there is an inn, The Rusty Dragon, which buys and sells only the finest cheeses. Unfortunately, no matter the quality of cheese procured, much to her dismay, the innkeeper found almost each cheese would constantly degrade in quality as it approached it's best-before date. Therefore, the innkeeper wishes to implement a system which would automatically update the price per good at the end of each day.

DATA DICTIONARY:

All of The Rusty Dragon's cheeses have these properties:

Name - Name of cheese

BestBeforeDate - indicates the "best-before" date, after which the goods are considerably less appealing, and as a result, less easy to sell

DaysToSell - the number of days the inn has to sell a good before it expires and can no longer be sold

Price - selling price

Type - the type of cheese can be one of five types; Fresh, Unique, Special, Aged, Standard

PRICE RULES:

Price is expressed as a double precision number in the local currency of gold and silver pieces
eg. 12.38 is 12 gold pieces and 38 silver pieces

Price degrades by 5% per day.

Once the **BestBeforeDate** has passed, the **Price** will degrade twice as fast.

The **Price** of a cheese will never be negative. The **Price** of a cheese will never be more than 20 gold pieces.

SPECIAL CONSIDERATIONS:

Aged cheeses like "Roquefort" actually increases in **Price** the older it gets by 5% per day

Unique cheeses like "Calcagno" never has to be sold, and never decreases in **Price**

Fresh cheeses, like "Queso Fresco" degrade in **Price** twice as fast as normal items (10%)

Special cheeses (such as "Dragon Mozzarella") increase in **Price** as its **DaysToSell** value gets lower

Special cheeses **Price** increases by 5% when there are 10 days or less

Special cheeses **Price** increases by 10% when there are 5 days or less