Var taco = array of (shell, ground beef, cheese, lettuce, sour cream)

Var amount = array of (10, 5, 4, 2, 2)

Var combArray = array of (taco + amount)

combArray += taco

combArray += amount

var rows = combArray[start from 0 index]

print ingredients

“Enter ingredient:”

Var inventory = user input

Var inventoryNum = -1

For count in combArray starting at 0

Var items = combArray[first item, first amount]

If item = user input

InventoryNum = count

If inventoryNum does not = -1

Print item

“how much are you adding/subtracting:”

Val newAmount = user input

If user input amount is more than 0

Print item with original amount, amount being changed, and new amount

If user input changes inventoryNum equal to 0

Print item with original amount, amount being changed, new amount, and alert there is 0 remaining

If user input changes inventoryNum to less than 0

Print invalid amount input, original amount, requested amount, amount being changed, new amount, and alert there is 0 remaining

If user ingredient input is not valid

Print invalid item