

## **Change**

### **Input File: ChangeIn.txt**

After counting up her receipts one day, Nora realized how her crasher *Knownomath* got his name. He can't do math, which means he has not been dispensing the proper change to her customers. Nora has decided to write a program that will calculate the correct change her customers' should receive, or inform them of the amount they have underpaid. A customer always purchases one or more instances of the same item.

#### **Inputs:**

The first line of input contains the number of customers to consider. This will be followed by one line of input per customer. Each line will contain an integer, the number of items purchased, followed by two doubles that are the cost of the item and the amount of money the customer gave to *Knownomath*. All inputs on a line will be separated by a space.

#### **Outputs:**

There will be one line of output per customer, which will contain either the change owed to the customer, or the amount the customer has underpaid. The output must be formatted and annotated as shown below.

#### **Sample Input**

```
3
2 0.1 1.0
20 30.59 500.67
300 30.59 100000.00
```

#### **Sample Output**

```
Your change is $0.80
Please pay and additional $111.13
Your change is $90,823.00
```