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#include <stdio.h>
#include <string.h>

struct items {
    char item[30];
    float price;
    int qty;
};

struct items breakfastMenu[3] = { {"Pancakes", 100.0, 0}, {"Omelette", 80.0, 0}, {"Coffee", 50.0, 0} };
struct items lunchMenu[3] = { {"Veg Thali", 150.0, 0}, {"Chicken Thali", 200.0, 0}, {"Lassi", 60.0, 0} };
struct items dinnerMenu[3] = { {"Paneer Tikka", 120.0, 0}, {"Biryani", 150.0, 0}, {"Soup", 60.0, 0} };

void generateBill(char customer[50], struct items menu[], int menuSize) {
    float total = 0;
    printf("\nInvoice for %s\n", customer);
    printf("-----\n");
    for (int i = 0; i < menuSize; i++) {
        if (menu[i].qty > 0) {
            float itemTotal = menu[i].qty * menu[i].price;
            printf("%s x %d = %.2f\n", menu[i].item, menu[i].qty, itemTotal);
            total += itemTotal;
        }
    }
    float discount = 0.05 * total;
    float netTotal = total - discount;
    float tax = 0.06 * netTotal;
    float grandTotal = netTotal + 2 * tax;
    printf("-----\n");
    printf("Subtotal: %.2f\nDiscount: %.2f\nTotal with Tax: %.2f\n", total, discount, grandTotal);
}

int main() {
    struct items *menu;
    int mealType, itemNumber, qty;
    char customer[50];

    printf("Enter Customer Name: ");
    fgets(customer, 50, stdin);
    customer[strcspn(customer, "\n")] = 0;

    printf("Select Meal Type:\n1. Breakfast\n2. Lunch\n3. Dinner\nChoice: ");
    scanf("%d", &mealType);

```

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menu = mealType == 1 ? breakfastMenu : mealType == 2 ? lunchMenu : dinnerMenu;

printf("\nMenu:\n");
for (int i = 0; i < 3; i++)
    printf("%d. %s - %.2f\n", i + 1, menu[i].item, menu[i].price);

while (1) {
    printf("Enter item number (0 to finish): ");
    scanf("%d", &itemNumber);
    if (itemNumber == 0) break;

    printf("Enter quantity: ");
    scanf("%d", &qty);
    menu[itemNumber - 1].qty += qty;
}

generateBill(customer, menu, 3);
return 0;
}
```