Ice-cream

Create and open a new file called `icecream.c` for this exercise.

```
$ gedit icecream.c &
```

Matilda wants to buy some ice-cream, but she only has $10. Write a program so that she can input how many scoops of ice-cream she wants and how much each scoop costs and it will let her know if she has enough money. Your program should behave as follows:

```
$ dcc -o icecream icecream.c
$ ./icecream
How many scoops? 5
How many dollars does each scoop cost? 1
You have enough money!
$ ./icecream
How many scoops? 5
How many dollars does each scoop cost? 3
Oh no, you don't have enough money :(
```

You can assume that Matilda will only give you positive integers.

To run some simple automated tests:

```
$ 1511 autotest icecream
```

To run Styl-o-matic:

```
$ 1511 stylomatic icecream.c
Looks good!
```

You'll get advice if you need to make changes to your code.

Submit your work with the *give* command, like so:

```
$ give cs1511 wk02_icecream
```

Or, if you are working from home, upload the relevant file(s) to the `wk02_icecream` activity on Give Online.