Design a program for a new ice cream vendor called **LeCream** using object-oriented programming. The program should consist of the following four classes: IceCream, Order, Customer, and LeCreamSystem. Each class will be responsible for specific parts of the system, and objects will be composed of within one another to create a complete solution.

**Activity 1: Designing the Class IceCream**

his class will represent the ice cream flavors and their associated prices. LeCream offers 7 flavors: chocolate, vanilla, strawberry, mango, tutti fruit, almond crunch, and coffee.

**Tasks:**

* Handle different prices based on the number of scoops:
  + Rs 100 for two scoops, Rs 150 for three scoops for most flavors.
  + Rs 120 for two scoops and Rs 180 for three scoops for chocolate flavor.
* Validate that no more than three scoops are selected.
* Manage flavor information and pricing logic.

This class will form the basis of your program and be used in subsequent activities.

**Activity 2: Creating the Class Order**

This class manages the details of an individual customer’s ice cream order.

**Tasks:**

Design a class that will contain:

* A reference to an IceCream object to store the selected flavor.
* A method to determine the total price based on the number of scoops and any extra charges (e.g., for chocolate flavor or wafer).
* An option for adding a vanilla wafer, which costs an additional Rs 10.
* A method to calculate and display the total payable amount along with order details.

**Activity 3: Building the Class Customer**

This class represents the customer who places the order. It will manage:

* Interaction with the user to choose the ice cream flavor.
* The number of scoops the customer wants (up to a maximum of three).
* Whether or not the customer wants to add a wafer to their order.
* Passes the collected information to the Order class for price calculation.

**Activity 4: Class LeCreamSystem**

In this final activity, you will write the main() function that ties together all the previous classes.

**Tasks:**

* Display a menu to the customer with available ice cream flavors and options.
* Manage the flow of the program by creating a Customer object and interacting with Order and IceCream classes to process the order.
* Display the final receipt, showing the chosen flavor, number of scoops, any extras (wafer), and the total amount to be paid.

In the main() function, an object of LeCreamSystem will be created to manage the interaction with the customer, guiding them through the process of selecting their ice cream, determining the number of scoops, and adding any extras like a wafer. The system will ensure valid input and output a detailed receipt showing the final cost and order details.