Assignment: Cash Register Methods

Welcome to this Mini Project.

You are starting your own grocery store and luckily, you know how to code, so you can write an object-oriented program to register products and calculate the total amount of a purchase.

🔹 **Your task is to:**

- Define a CashRegister class.
- Implement the methods of the CashRegister class based on the required functionality.

🔸 **Requirements:**

Methods

- The cash register should be able to:
  - Add a product to a purchase.
  - The cashier should be able to specify how many items of the same product will be purchased.
    - By default, this value should be 1.
  - Show the list of products in the current purchase.
  - Remove a product from a purchase.
  - Update the price of a product after it has been added to the purchase.
  - Find the subtotal of the purchase (before taxes).
  - Find the total taxes for the purchase (assume that the store will charge 5% of the total purchase in taxes).
  - Find the total amount of a purchase.
  - Clear the previous purchase to start a new one.
- Each one of the previous items should be implemented as a method in the class.
- Create at least three products with the format specified below.
- Call each one of these methods at least once with the appropriate arguments.
- Check if the output is correct and include it in your submission.

Attribute

- The cash register should have the name of the cashier assigned to the cash register as an instance attribute.

Products

- A product should be represented as a dictionary with two key-value pairs (a key-value pair for the name of the product and another key-value pair for its price).
- For example: **{"name": "Pizza", "price": 10.34}**

🔹 **Suggestion:**

You could store products in a dictionary and add, remove, or update them. This dictionary could be an instance attribute of the cash register.

🔸 **Solution:**

You can find a sample solution in the "Instructor example" tab.