

Pizza Order

Create a Java class, PizzaOrder.java, for a pizza store. The program should prompt the user for the following inputs.

- A topping of the pizza.
- An amount of the pizza.

The program will then display an output including the following information.

- Topping
- Price
- Amount
- Subtotal
- Tax 10%
- Total purchase

The price of each topping is as followed:

Topping	Price (\$)
Pepperoni	9.50
Sausage	8.50
Veggie	7.50

Sample Runs:

```
> run PizzaOrder
```

```
Pizza Order - Select Topping
```

```
1. Pepperoni
```

```
2. Sausage
```

```
3. Veggie
```

```
3
```

```
Enter amount of pizza:
```

```
1
```

```
Billing:
```

```
Topping: Veggie
```

```
Price: $7.50
```

```
Amount: 1
```

```
Subtotal: $7.50
```

```
Tax: $0.75
```

```
Total: $8.25
```

```
> run PizzaOrder
```

```
Pizza Order - Select Topping
```

```
1. Pepperoni
```

```
2. Sausage
```

```
3. Veggie
```

```
1
```

```
Enter amount of pizza:
```

```
2
```

```
Billing:
```

```
Topping: Pepperoni
```

```
Price: $9.50
```

```
Amount: 2
```

```
Subtotal: $19.00
```

```
Tax: $1.90
```

```
Total: $20.90
```

```
> run PizzaOrder
```

```
Pizza Order - Select Topping
```

```
1. Pepperoni
```

```
2. Sausage
```

```
3. Veggie
```

```
2
```

```
Enter amount of pizza:
```

```
3
```

```
Billing:
```

```
Topping: Sausage
```

```
Price: $8.50
```

```
Amount: 3
```

```
Subtotal: $25.50
```

```
Tax: $2.55
```

```
Total: $28.05
```