```c
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#include <stdio.h>
#include <math.h>

float cost_calculator(char, int);
float change_calculator(float, float);

int main(){
        char size;
        int toppings, control=1;
        float money_paid, cost, change;

        do{
                printf("Enter the size of the pizza (s/l): ");
                scanf("%c",&size);
                if (size!='s' && size!='l'){
                        printf("Not a valid Pizza size!\n");
                        break;
                }

                printf("Enter the number of toppings: ");
                scanf("%d",&toppings);
                if (toppings < 0){
                        printf("Not a valid topping number!\n");
                        break;
                }

                printf("Enter the amount paid (in Euro): ");
                scanf("%f",&money_paid);
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                control=0;
        }while(control);


        cost = cost_calculator(size, toppings);

        change = change_calculator(cost, money_paid);


        if(control == 0){

                if(change>0)

                        printf("Your Pizza costs %.2f Euro and you will get %.2f change
back!",cost,change);

                else if (change <0)

                        printf("Your Pizza costs %.2f Euro and you need to pay %.2f Euro
more!",cost,fabs(change));

                else

                        printf("Your Pizza costs %.2f Euro Thank you!",cost);

        }


        return 0;

}


float cost_calculator(char size, int toppings){

        float cost = 0;


        if (size == 's'){

                cost+=3;

                toppings--;

                cost+=toppings*0.85;

        }

        else if(size =='l'){

                cost+=5;

                toppings--;

                cost+=toppings*0.95;
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        }

        return cost;
}


float change_calculator(float cost, float money_paid){
        float change = money_paid - cost;


        return change;
}
```