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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);

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;

}

return cost;

}

float change\_calculator(float cost, float money\_paid){

float change = money\_paid - cost;

return change;

}