

```
1
2 # generate our menu using the MenuFull Class as written
3 # it does all the stuff for us in the class init!
4
5
6 # start our main game loop
7 #prompt for role selection or allow to quit!
8
9     # check for quit option first. let ppl quit when they
    loop back to role selection
10
11     # pretend to be a waiter
12         # prompt selection of full menu or each category
13         # allow return to role select from here
14
15         # if they misstyped, prompt to top of waiter menu
    loop
16
17
18     # Here's where we pretend to be a customer!
19         # prompt for menu input
20         # bc can type in any order, feed em into a list with
    delimiter
21         # iterate over that list to pull each out one by
    one for comparisons
22         # use x in list
23         # check each menu category item as OR
    statments in elifs to save time
24         # use x.casefold
25
26         # if they spelled it wrong or entered junk,
    prompt and reloop
27
28         # prompt user to order more or go back to role
    select
29
30
31     # Here's where we can pretend to be a manager!
32
33         # return to role selection
```

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34
35         # close the store as per project outline
36
37         # open the store as per project outline
38
39     # catch those misspellings and re-prompt at top of loop
40
```