

### Learning Goals

1. Plan code from provided software requirements.
2. Practice getting keyboard input.
3. Practice using if statements and booleans.
4. Practice testing code against known test cases.

### Business Goal

In this practice, you'll help a sandwich shop manager see if they met their sales goals for the day. You'll ask them how many of various items they sold, and compare the number they sold to the daily goal. If they met the goal, you'll print "Made goal" and if they fell short, you'll print "Fell short".

Here's a sample run.

```
Checking sales goals.  
The sales goal for veggie sandwiches is 50  
How many veggie sandwiches were sold today?
```

**65**

```
Made goal for veggies.  
The sales goal for burgers is 250  
How many burgers were sold today?
```

**276**

```
Made goal for burgers.  
The sales goal for subs is 180  
How many subs were sold today?
```

**182**

```
Made goal for subs.  
The sales goal for soup is 70  
How many soups were sold today?
```

**71**

```
Made goal for soup.
```

```
Made goal for everything!
```

The text you see in **red** after the ? marks will come from whatever the human user of your program types in. Use a variable, and make sure to ask for its value from the user at the keyboard.

### Business Rules

There are four types of items you will ask about:

1. veggie sandwiches
2. burgers
3. subs
4. soup

For each type of item, first print what the sales goal is.

Then ask the user how many of that item they sold. They should type it in.

Then, print a message indicating whether they made goal or fell short.

At the end of the program, if they made goal for all four items, print a message that says, "Made goal for everything!"

### Starter Code

```
import static java.lang.System.out;
import java.util.Scanner;

public class SandwichShop
{
    public static void main(String[] args)
    {
        // Don't change these lines.
        Scanner keyboard = new Scanner(System.in);
        int goalForVeggies = 50;
        int goalForBurgers = 250;
        int goalForSubs = 180;
        int goalForSoup = 70;

        // Your code goes below here.

    }
}
```

## Planning Your Code

1. Create a class named SandwichShop.
2. Type in the starter code given in these requirements.
3. Make sure your program compiles.
4. Examine the business rules and think about what code you need for each step.
5. Name and declare any new variables you might need.
6. Write the code.
7. Make sure your program is complete and compiles.
8. Run your program. Try typing in various numbers to see if every piece works.

## Test Cases

When you're finished, you should be able to compile your code one final time, and then run it several times without changing the code, typing in different numbers to test each case. When you find a bug, fix it, and then retest ALL of the test cases.

Test these scenarios to prove that they all work right:

1. When number veggies sold falls short, message says "Fell short"
2. When number of veggies exactly meets goal, message says "Meets goal"
3. When number of veggies is over the goal, message says "Meets goal"
4. When number of burgers sold falls short, message says "Fell short"
5. When number of burgers sold exactly meets goal, message says "Meets goal"
6. When number of burgers sold is over the goal, message says "Meets goal"
7. When number of subs sold falls short, message says "Fell short"
8. When number of subs sold exactly meets goal, message says "Meets goal"
9. When number of subs sold is over goal, message says "Meets goal"
10. When number of soups sold falls short, message says "Fell short"
11. When number of soups sold exactly meets goal, message says "Meets goal"
12. When number of soups sold is over goal, message says "Meets goal"
13. When all items met goal or better, final message says "Made goal for everything!"
14. When one item falls short of goal, final message does not show up.
15. When more than one item falls short of goal, final message does not show up.