---------------- 1. **Vending Machine Program**  
Build a program that:

* Displays a list of snacks and drinks with item numbers and prices.
* Asks the user to choose items by number in a loop.
* Keeps track of selected items and their prices.
* Ends when the user types “done”.
* Finally prints a receipt showing:
  + List of selected items with prices
  + Total cost

Keep asking until done

List ,Total cost ,grand total

**Skills practiced:** loops, input(), conditionals, lists/dictionaries, sum(), print formatting