

Amarnath Patel Program 7 Algorithm 10/17/22

1. Greet user with a general greeting message
2. Instruct user with suggestion of pressing keyboard input
3. Show the balance from the file
4. Present user with sobaq options and allow them to utilize all the options
5. Q will exit them from the program
6. S and s will show all items on the menu
7. B will display their money
8. A will allow them to add money into the file that saves the balance
9. O will allow user the purchase items
10. User will decide on an item depending on the number assigned to the foodstuff
11. If the user has money they will continue if they do not they will be told to input more money
12. they will then input more money until they are able to meet the requirements to purchase
- 13.