

Programming Assignment #1 – Market Minguinho

Due date : 9/21 23:59:59

[Introduction]

Everyone at Sungkyunkwan University may know "Market Minguinho". Your first programming assignment is to make a program which emulates to buy items from Market Minguinho. This program assumes a situation when you go to a market to buy something. There are four types of input data used in the program. Firstly, the program receives the amount of your budget. Secondly, you choose whether you want to proceed with the process of purchasing items or to finish purchasing and pay for the product you choose (from the menu 1 or 2). In the process of purchasing goods, you need to select the type of goods and enter the quantity. In this process, the program prints the amount of money required for the purchase and the expected budget after the purchase. And then, it prints the amount of purchase and the expected budget.

[Execution Steps]

STEP 1) When the program starts, it receives the amount of money you have.

```
How much money do you have?(KRW): 5000
```

```
=====
Hello! This is Market Minguinho!
=====MENU=====
1. Buy items
2. Finish and pay
=====
Select the menu which you want (1 or 2):
```

User Input



STEP 2) After that, the program accepts menu number. (1 or 2)

STEP 3) If you select menu 1, the program should print out the **budget** and information about what you can buy in Market Minguinho.

The following is a list of products in the Market Minguinho.

- | | |
|---|-----------------------|
| 1. Pen - 800KRW | 2. Notebook - 1500KRW |
| 3. Sandwiches - 2000KRW | 4. Juice - 1300KRW |
| 5. Candy - 300KRW (during the event of 2 + 1) | |

STEP 4) Then the program waits for user input about the number of the item and the type of the item.

- If you have enough money, it prints out the price of the items, the **total money** you need to pay and the remaining **budget**.

```
=====
Select the menu which you want (1 or 2): 1
```

```
=====
You have 5000 KRW.
Choose anything you want!~
1. pen      - 800 KRW
2. notebook - 1500 KRW
3. sandwich - 2000 KRW
4. juice    - 1300 KRW
5. candy    - 300 KRW -> 2+1 event!!
if you buy 3 candies, 1 candy is free!
```

```
=====
Select item you want! (1 ~ 5): 1
How many do you want?: 3
```

```
=====
Price of selected items: 2400 KRW
Total money you need to pay: 2400 KRW
Your budget is 2600 KRW, now.
```

```
=====MENU=====
1. Buy items
2. Finish and pay
```

```
=====
Select the menu which you want (1 or 2):
```

```
=====
Select the menu which you want (1 or 2): 1
```

```
=====
You have 2600 KRW.
Choose anything you want!~
1. pen      - 800 KRW
2. notebook - 1500 KRW
3. sandwich - 2000 KRW
4. juice    - 1300 KRW
5. candy    - 300 KRW -> 2+1 event!!
if you buy 3 candies, 1 candy is free!
```

```
=====
Select item you want! (1 ~ 5): 5
How many do you want?: 4
```

```
=====
Price of selected items: 900 KRW
Total money you need to pay: 3300 KRW
Your budget is 1700 KRW, now.
```

```
=====MENU=====
1. Buy items
2. Finish and pay
```

```
=====
Select the menu which you want (1 or 2):
```

- If you do not have enough money, it prints the message saying that you can't purchase them. After that it returns to the menu.

```
=====
Select the menu which you want (1 or 2): 1
```

```
=====
You have 1700 KRW.
Choose anything you want!~
1. pen      - 800 KRW
2. notebook - 1500 KRW
3. sandwich - 2000 KRW
4. juice    - 1300 KRW
5. candy    - 300 KRW -> 2+1 event!!
if you buy 3 candies, 1 candy is free!
```

```
=====
Select item you want! (1 ~ 5): 3
How many do you want?: 1
You don't have enough budget..
```

```
=====MENU=====
1. Buy items
2. Finish and pay
```

```
=====
Select the menu which you want (1 or 2):
```

STEP 5) If you select menu 2, it prints out the **remaining budget** and **ends execution**. If you enter an incorrect input for all cases, the program should print out that the input is incorrect.

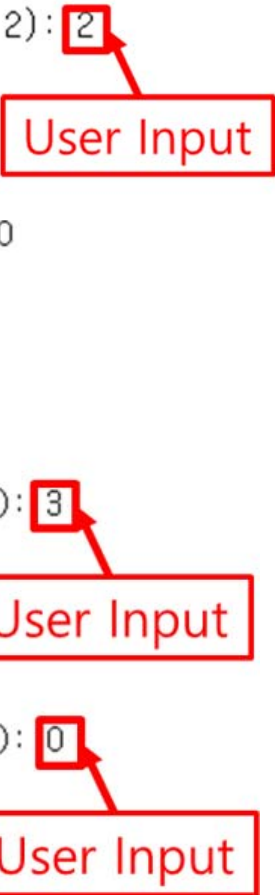
```
=====
Select the menu which you want (1 or 2): 2
You have 1700 KRW, now.
good bye~

How much money do you have?(KRW): 10000

=====
Hello! This is Market Minguinho!
=====MENU=====
1. Buy items
2. Finish and pay
=====
Select the menu which you want (1 or 2): 3
input wrong number~

=====MENU=====
1. Buy items
2. Finish and pay
=====
Select the menu which you want (1 or 2): 0
input wrong number~

=====MENU=====
1. Buy items
2. Finish and pay
=====
Select the menu which you want (1 or 2):
```



[Rating]

- Total point is 100 points.
 - ✓ If your program can get the money you have, you will get **20 points**.
 - ✓ If your program can get the input whether you want to buy something or not, you will get **20 points**.
 - ✓ If your program can get the choice and the quantity of items, you will get **20 points**.
 - ✓ If your program can buy the items well, you will get **30 points**.
 - ✓ If your program ends well, you will get **10 points**.
 - Delay penalty: 15 points deducted per day. After 3 days, **you will get 0 point**.
 - You should submit a source code file on i-campus. The source code should be compiled and executed successfully. Otherwise, **you will get 0 point**.