

```

//expense tracker
#include <stdio.h>
#define MAX 50
typedef struct item_details {
    char itemName[30];
    int quantity;
    float price;
    float totalAmount;
} item;

int main()
{
    item thing[MAX];
    int i, choice;
    int count = 0;
    float expenses = 0.0f;

    i = 0;
    // infinite loop
    do {
        printf("Enter item details [%2d]:\n", i + 1);

        printf("Item? ");
        fgets(thing[i].itemName, 30, stdin);

        printf("Price? ");
        scanf("%f", &thing[i].price);

        printf("Quantity? ");
        scanf("%d", &thing[i].quantity);

        thing[i].totalAmount = (float)thing[i].quantity * thing[i].price;
        expenses += thing[i].totalAmount;

        i++; // increase loop counter
        count++; // increase record counter

        printf("\nWant to more items (press 1): ");
        scanf("%d", &choice);

        getchar();

    } while (choice == 1);

    // print all items
    printf("All details are:\n");
    for (i = 0; i < count; i++) {
        printf("%-30s\t %2f \t %3d \n %2f\n", thing[i].itemName, thing[i].price, thing[i].quantity,
thing[i].totalAmount);
    }
    printf("#### Total expense: %.2f\n", expenses);

    printf("Want to divide in friends (press 1 for yes): ");
    scanf("%d", &choice);
    if (choice == 1) {
        printf("How many friends? ");
        scanf("%d", &i);
        printf("Each friend will have to pay: %.2f\n", (expenses / (float)i));
    }

    printf("~Thanks for using me... Enjoy your party!!!~\n");
    return 0;
}

```