void startMenu()

printf("Enter 1 to make a purchase, 2 for admin mode:\t")

scanf("%d", &UserType)

if the user wants to make a purchase

UserType==1

True → printf("choose a drink of the following drinks:\n\n")

False → if the user is an admin → **UserType==2**

loop counters

print available drinks names

int i=0

int j=0

i=0

i<3

choose from the drinks

True → j=0

False → chooseDrink()

j<2

loop on the array of structs and print each name

False → printf("\n")

True → printf("%s\t",array[i][j].name)

i++

j++

UserType==2

True → char usern

False → if the user doesn't wanna make a purchase or is an admin → printf("\ninvalid input, please try again\r\n\n")

20

char passw

20

printf("\nEnter username:\t")

scanf("%s", usern)

printf("\nEnter password:\t")

scanf("%s", passw)

(strcmp(usern,adminUsername)==0)&&(strcmp(passw,adminPassword)==0)

if username and password matches go to the admin panel

False → printf("\ninvalid\n\r")

True → adminPanel()

if they don't match go to the start menu

startMenu()

startMenu()

void initFile() // function to initialize the purchases file if it doesn't exist

file pointer

FILE *fptr

open the file for read

fptr = fopen("purchases.txt", "r")

if the file doesn't exist

fptr

open for write (create the file)

False → fptr = fopen("purchases.txt","w")

string to be written in the file

char string

empty the string

250

string[0]='\0'

put the first line which is the format

strcat(string,"soldQty name price totPrice leftQty\n")

write it to file

modifyFile("purchases.txt","dummy line",string)

True → fclose(fptr)

close file