20200124 Exercises

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```
int placeOrder(char* menuItem, int price, char* restrictions);
// returns status 0 for ok

int cookingRequest(char* item, char* restrictions);
// returns status 0 for ok

int purchase(int totalCost, int tip);
```

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```
typedef struct {
    char* coffeeType; // a string representation of the coffee product
    char* milkType; // string representation of milk type
    int milkAmt; // units of milk added
    int creamerAmt; // units of creamer added
    int sugarAmt; // units of sugar added
    bool hot; // if true, drink is hot
}coffee;
```

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It would be better to develop the function that displays the board first so that you can see your progress in a more visual way.