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# This program will retrieve price for item selected, calculate total price
# and number of items selected using a class
# 11.1 Programming Assignment
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import locale
locale.setlocale(locale.LC_ALL, '')
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class CashRegister:
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    def __init__(self):
        self.item_count = 0
        self.total_price = 0.0

    def add_item(self, price):
        self.item_count += 1
        self.total_price += price

    def get_total(self):
        return self.total_price

    def get_count(self):
        return self.item_count
```

```
def main():
    my_register = CashRegister()
    print("Welcome to the Cart Program, Happy Shopping!")
    print("Let's get started.. ")
    while True:
        choice = input("Enter A to add item to cart, or Q for Quit: ")
        if choice.upper() == "Q":
            print("Lets calculate that total then, shall we? ")
            break
        elif choice.upper() == "A":
            price = float(input("Enter price of your selected item: "))
            my_register.add_item(price)
        else:
            print("Input is not valid, try again please! ")
    print("Total items in your cart today equal: ", my_register.get_count())
    print("Total price comes out to: ",
          locale.currency((my_register.get_total())))
    print("Printing receipt.....")
    print("_____")
    print("Items: ", my_register.get_count(), "Total: ",
          locale.currency((my_register.get_total())))
```

```
if __name__ == "__main__":
    main()
```