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class Product:
    def __init__(self,productName,productType,unitPrice,qtyOnHand):
        self.productName = productName
        self.productType = productType
        self.unitPrice = unitPrice
        self.qtyOnHand = qtyOnHand

class Store:
    def __init__(self,productList):
        self.productList = productList

    def purchaseProduct(self,productName,qty):
        global bill
        bill = 0
        for i in self.productList:
            if(i.productName==productName):
                if(qty >0 and qty>i.qtyOnHand):
                    bill = (i.unitPrice*i.qtyOnHand)
                    #i.qtyOnHand -=qty
                elif(qty>0 and qty<=i.qtyOnHand):
                    bill = (i.unitPrice*qty)
                    i.qtyOnHand -=qty
        if(bill!=0):
            return bill
        else:
            return None

if __name__=="__main__":
    n= int(input())
    productList = []

    for i in range(n):
        productName = input()
        productType = input()
        unitPrice = int(input())
        qtyOnHand = int(input())

        productList.append(Product(productName,productType,unitPrice,qtyOnHand))

    obj = Store(productList)

    productName = input()
    qty = int(input())

    bill = obj.purchaseProduct(productName,qty)
    if (bill == None):
        print("Product Not Available")
        for i in obj.productList:
            print(i.productName, " ",i.qtyOnHand)
    else:
        print(bill)
        for i in obj.productList:
            print(i.productName, " ",i.qtyOnHand)

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