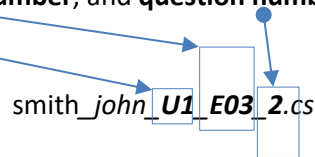Mr. Bellavia

EXERCISE 03 - NESTED IF-STATEMENTS

IMPORTANT: Before submission, make a copy of your **'Program.cs'** file for each question and then rename each file to the following:

File Names:

- *last_name_first name*_U2_E03_1.cs

    Note: Along with last name and first name, make sure the end of the filename (i.e., before the **.cs**) has the **unit number**, **exercise number**, and **question number.** For example:

    smith_*john_**U1**_**E03**_**2**.cs*

1. Simple Cashier Program:

    Note: This program can be written in many ways! Many computer programmers consider coding an art form. There is no right or wrong on how you code your program but try to keep your code simple and clean! Make use of **nested** if-statements. **Do not use** 'Environment.Exit(0)' to exit your program (you should structure your nested if-statements so that you do not have to do this). You should also be **commenting your code!**

    You should always write your program step-by-step. Here is a breakdown of how your program should work:

    a. Display the cost of apples and oranges to the console:

    ```
    Apples: $0.50 each
    Oranges: $.75 each
    ```

    b. Ask the user if they wish to purchase apples or oranges. They will type an 'a' for apples or an 'o' for oranges (have proper error checking).

    c. Your program will then ask for the number of apples or oranges they wish to purchase (depending on if they selected apples or oranges). Due to the store's inventory, the number of apples cannot exceed 20 and the number of oranges cannot exceed 10. If the user input exceeds these maximums your program should exit with an appropriate message.

    d. Your program should then print a simple report to the console like the following:

    ```
    Item    Qty     Price   Total
    ------------------------------
    Apples  4       $0.50   $2.00
    ```

```
-----------------------------
Tax(15%):   $0.30
Total Cost: $2.30
```

e. Your program will then ask the user for the amount tendered (the amount of money given for the payment). If the amount tendered is over $100 you should tell the user that there is not enough change for such an amount and your program should exit with an appropriate message.

f. If the amount tendered is appropriate, your program should end and print another simple report to the console like the following:

```
-------------------------------
Amount tendered: $10
Change: $7.70

Thank you for shopping with ICS!
```