1. Classes and objects - Billing

Create a **cash register** for a fruit store that enables to complete purchases (applying offers, if any), etc.

Project Setup

Class:

Register: Singleton class

- Maintains a list of items for sale and their prices.
- Initiates and completes a checkout by returning a total bill amount.

Methods:

- Register getInstance() - static method
- String getTotalBill(Map<String,Integer> itemDetails)

Function Description

1. Create the function **getInstance** *in Register class.* Return the singleton instance of a register class using the register variable which was declared and initiated to null.
2. Complete the function *getTotalBill* in the editor below. The function must state what must be returned. *getTotalBill* has the following parameter(s):
   itemDetails: a key/value pair of string key and integer value

The register contains the list of items and their prices. In this exercise, the list of items and their prices are:

Item	Price
apple	2.0
orange	1.5
mango	1.2
grape	1.0

It contains the string which have the list of purchased items (fruits) and their quantity

Note : The order of the fruit's details may vary

▼ Sample Case 0

Sample Input

```
apple 30 orange 10 mango 20
```

Sample Output

```
99.0
```

▼ Sample Case 1

Sample Input For Custom Testing

```
orange 10 grape 52 apple 14
```

Sample Output

```
95.0
```