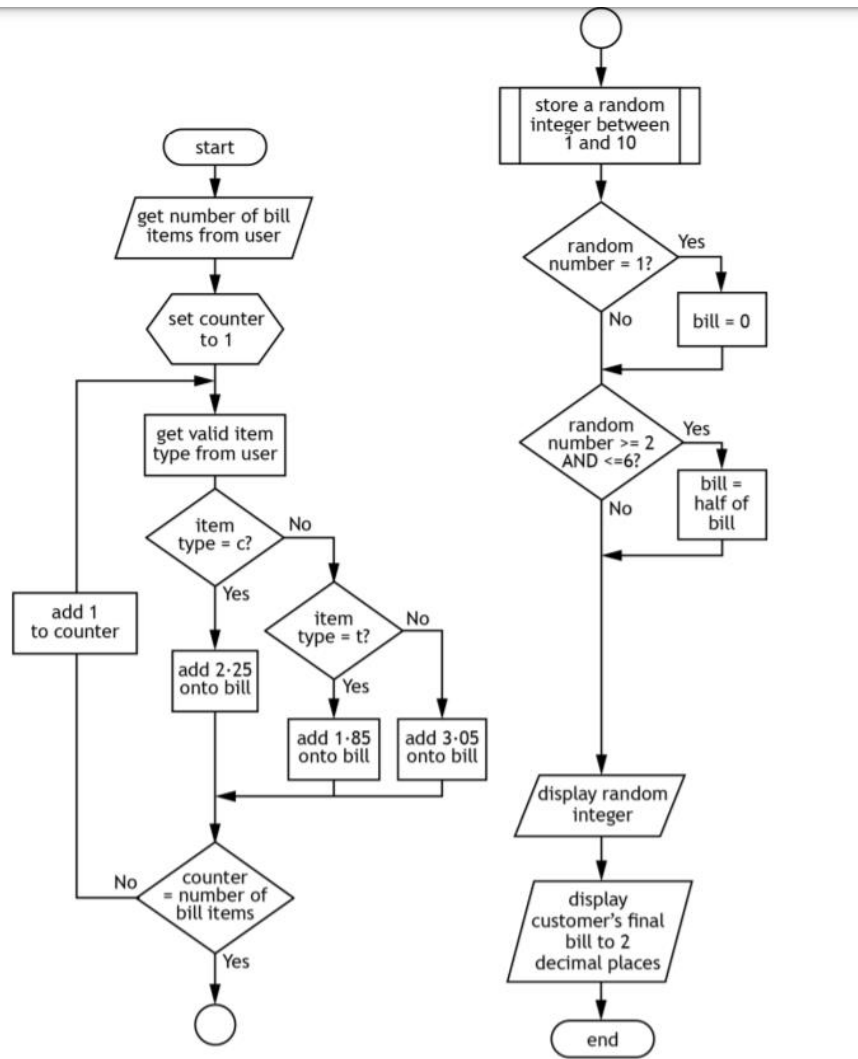


Design



Implementation

```

1 #2020 Example Solution
2
3 noOfItems = 0
4 bill = 0.0
5 itemType = ""
6 randomNo = 0
7
8 import random #used to generate random number
9
10 noOfItems = int(input("Please enter number of items on bill"))
11
12 counter = 0
13
14 while counter != noOfItems: #continue to loop for all items
15     counter = counter + 1 #add 1 onto counter for each new item.
16
17 #Get valid item type
18 itemType = input("Please enter the type of item. c = coffee, t = tea, b = biscuit")
19 itemType = itemType.lower()
20 while not(itemType == "c" or itemType == "t" or itemType == "b"):
21     itemType = input("Invalid - Reenter c = coffee, t = tea, b = biscuit")
22     itemType = itemType.lower()
23
24 #add prices for each type of item
25 if itemType == "c":
26     bill = bill + 2.25
27 elif itemType == "t":
28     bill = bill + 1.85
29 else:
30     bill = bill + 3.05
31
32
33 #generate random number between 1 and 10
34 randomNo = random.randint(1,10)
35
36 #Lucky draw - set the bill amount depending on random number
37 if randomNo == 1:
38     bill = 0
39     print("Lucky you - you pay nothing")
40 elif randomNo >=2 and randomNo <=6:
41     bill = bill/2
42     print("Your bill has been halved")
43 else:
44     print("Unlucky - you pay full price")
45
46 #Output final bill and random number
47 print("-----")
48 print("The random number is " + str(randomNo))
49 print("The final bill is " + str(round(bill,2)))
50
    
```