

Lab #6:

Shopping List

Write a program that generates a shopping list

- the program should give the user a menu with 3 options

1. View existing list
2. Add a new item to the list
3. Quit the program

The program should include the following:

1. Write the data to a file and save it - re-open that file when the program is run again
2. Make use of functions to assign tasks within the program
3. Include some type of validation check on the menu choice

Optional Extensions

- print the existing list in sorted order
- if the item is already in the list let the user know
- add another option to delete an item from the list
- ask the user for a name and print that in some of the input prompts
- add some colors
- validate entry so entering a letter does not make the program break