Run the program again, enter **123412341234xx92431=**, and then press Enter:

```
Beverage        $8.00
Candy           $5.50
Hot dog         $10.00
Popcorn         $7.50
Beverage        $8.00
Candy           $5.50
Hot dog         $10.00
Popcorn         $7.50
Beverage        $8.00
Candy           $5.50
Hot dog         $10.00
Popcorn         $7.50
Improper selection.
Improper selection.
Improper selection.
Candy           $5.50
Popcorn         $7.50
Hot dog         $10.00
Beverage        $8.00
Total of $124.00
Please pay the cashier.
```

This is the last time I'm taking all you guys to the lobby!

✔ Most programs employ this exact type of loop. The while(!done) spins 'round and 'round while a switch-case thing handles all the program's input.

✔ One of the switch-case items handles the condition when the loop must stop. In LOBBY3.C, the key is the equal sign. It sets the value of the done variable to 1. The while loop then stops repeating.

✔ C views the value 0 as FALSE. So, by setting done equal to 0, by using the ! (not), the while loop is executed. The reason for all this is so that the loop while(!done) reads "while not done" in English.

✔ The various case structures then examine the keys that were pressed. For each match 1 through 4, three things happen: The item that is ordered is displayed on the screen; the total is increased by the cost of that item (total+=3, for example); and a break statement busts out of the switch-case thing. At that point, the while loop continues to repeat as additional selections are made.

✔ You may remember the += thing, from Chapter 16. It's a contraction of total = total + *value*.