

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`.