Time to go shopping.

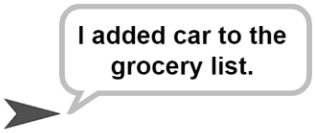
1. Create a variable to store the items on your own shopping list
2.
    a. Ask user to input items into the list and append (add) the item to the end of the list





    b. After each item is added to the list, make the Sprite say the list after each item entered





    c. If the user types stop, this should stop this part of the program.

    d. Then you should traverse the whole shopping list and say each item in the list for 0.8 seconds.