

You're building a program that keeps a grocery list for the user. Using the helper functions to the right, fill in the blanks in the code below to complete the program, following this algorithm:

1. Get the grocery list from the user
2. As long as there are still items in the list:
  - a. Find the closest item in the store for the user to buy and tell the user to buy it
  - b. Wait for the user to buy the item
  - c. When complete, remove the item from the list

```
[__A__]  
while [__B__]:  
    nextItem = [__C__]  
    print("Buy this next:", nextItem)  
    user = input("Type 'yes' when done")  
    if user == "yes":  
        [__D__]
```

Label each answer with the letter of the blank.

## Helper functions (already implemented):

- **makeGroceryList()**
  - Parameters: *no parameters*
  - Returns: *list of strs*
  - Prompts the user to type in the groceries they want to buy, and returns them as a list
- **removeItem(groceries, itemBought)**
  - Parameters: *list of strs ; str*
  - Returns: *None*
  - Destructively modifies the list to remove the given item once bought
- **getClosestItem(groceries)**
  - Parameters: *list of strs*
  - Returns: *str*
  - Uses AI to determine the closest item in the store the user can buy next and returns it

A: `groceries = makeGroceryList()`

B: `len(groceries) > 0`

C: `getClosestItem(groceries)`

D: `removeItem(groceries, nextItem)`