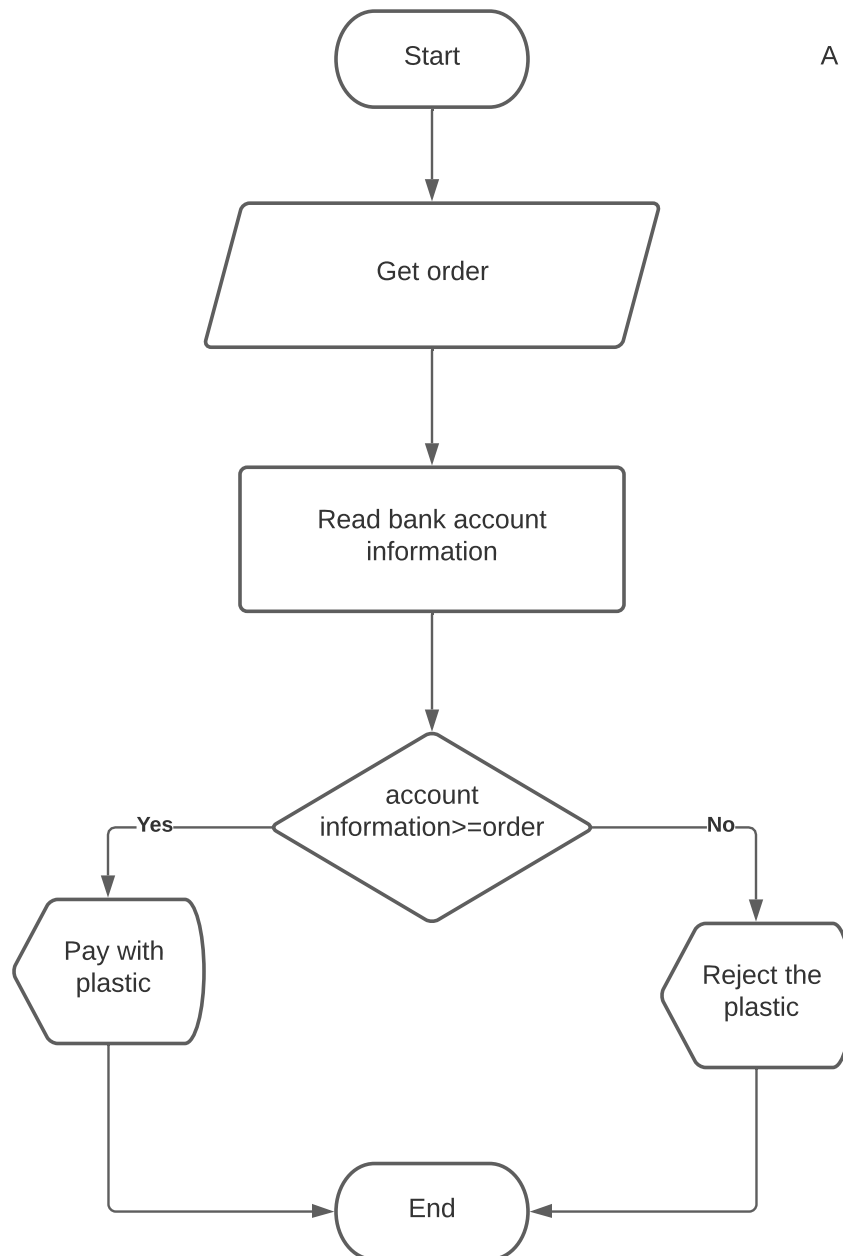


Activity 2

A client asks for an item in the market factory. The market factory inspects his bank account information to see if the client has the necessary money to pay for it. Otherwise, the order would be rejected

- Get Pedido
- Check bank information
- Tomar decision



START PROGRAM: Pay the order

DECLARE
Order

PRINT "How much is your order?"
GET Order

READ Bank account information

IF account information >= order THEN
PAY with plastic

ELSE:
REJECT the plastic

END PROGRAM