Lab module 5

Activity 1

1. Start
2. Get IC number
3. Identify the first 6 digit
4. Identify birthdate in the format DD-MM-YYYY
5. Identify birthyear
6. Identify birth century
   1. If birthyear between 1920-1999 ,set message “19th century
   2. If birthyear between 2000-2016 ,set message “20th century”
7. Identify age
8. Display birth century
9. Display birthdate
10. Display age
11. End

Activity 2

1. Start
2. Get sales
3. If sales less than or equal 10000 ,

Commission = sales\* 10/100

1. Else if (10000 < sales < 15000)

Commission = sales\*15/100

1. Else

Commission= sales\*20/100

1. Display sales commission
2. End

Activity 3

1. Start
2. Get account number
3. Get account type( saving ,s )(checking, c)
4. Get minimum balance
5. Get current balance
6. If current balance less than minimum maintained start (start)

6.1. If (account type == 's' || account type == 's') start

6.1.1. Calculate new balance = current balance – 10

6.2. End if

6.3. Else if (account type == 'c' || account type == 'c') start

6.3.1. Calculate new balance = current balance – 25

6.4. End else if

7. End if

8. Display account number

9. Display account type (saving, s ) (checking, c)

10.display minimum balance

11. Display current balance

12. End

Activity 4

1. Start.
2. Get a date from users in DD/MM/YYYY format
3. If (m==1) start
4. Assign value 13 to m
5. Calculate y-= 1
6. End if
7. Else if (m==2) start
8. Assign value 14 to m
9. Calculate y-=1
10. End else if
11. Calculate h = (q + ((13\*(m+1))/5) + y + (y/4) - (y/100) + (y/400)) % 7
12. Case h of

0 : display "day of the week : Saturday".

1 : display "day of the week : Sunday".

2 : display "day of the week : Monday".

3 : display "day of the week : Tuesday".

4 : display "day of the week : Wednesday"

5 : display "day of the week : Thursday"

6 : display "day of the week : Friday"

1. End case
2. End.

Activity 5

1. Start
2. Get name
3. Get type of wood entered
4. Identify count of char entered
5. Get colour type
6. If wood=1
   1. Price += rm15
7. If wood =2

(b) price+=rm10

1. If number >6

(c) price+=(number -6)\*3

1. If colour =2

(d) price+=rm12

1. Else colour is black and white
2. Display name
3. Display type of wood entered
4. Display number of characters
5. Display colour type
6. Display total price
7. End