Project 1 Cashier's Program

Name:

Project 1 Grading Template

Project Requirements	Points Possible	Points Earned
The program should prompt the user to enter the following information about each of three items:		
name (which may include space(s))	1	
unit price ($)	1	
quantity	1	
It should also prompt the user to enter the tax rate (assuming the user will enter a number between 0 and 100).	1	
After getting the above information from the user, the program should display a summary of the information given by the user (name, unit price quantity)	3	
Compute and display cost summary		
cost for each item = unit price x quantity	2	
total cost before tax = sum of the costs of the three items	2	
*tax =total cost before tax * tax rate*	2	
total cost after tax = total cost before tax + tax	2	
The cost summary should be shown in a tabular format, in which items in each column are aligned. It should use a format comparable to the sample outputs .	7	
ask for the amount of payment given by the customer	1	
display the amount of change (difference between payment and cost) to be rendered to the customer	1	
display the quantity of each available denomination ($100 bills, $20 bills, $5 bills, $1 bills, quarters, dimes, nickels, and pennies). It should always use the largest denomination available before considering the smaller ones	16	

Coding Style

	Points Possible	Points Earned
documentation - Comments	2	
program template with filename, description, author, class, date	1	
descriptive identifiers	1	
proper spacing and indentation	1	

Report

	Points Possible	Points Earned
Pseudocode	2	
Sample screenshot	2	
discussion of project experience	1	

| **Total** | **50** | |