New scanner

Variables for: name, type, burn time, cost, total cost

Variables for: the number of each candle purchased

Variables for: the total cost of each candle

Make 3 candle objects

For (counter to 3)

Print: enter candle name for candle: (1-3)

Scanner: get name

Print: enter candle type for candle: (1-3)

Scanner: get type

If (type < 1)

Error

System exit

Else

Print: enter candle price for candle: (1-3)

Scanner: get price

If (price < 1)

Error

System exit

Else

Print: enter candle burn time for candle: (1-3)

Scanner: get burn time

If (burn time < 1)

Error

System exit

Else

Switch (counter variable)

Case 1:

New candle (name, type, cost, burn time)

Case 2:

New candle (name, type, cost, burn time)

Case 3:

New candle (name, type, cost, burn time)

For (counter to 3)

Print: how many candles of each do you want?

Switch (counter variable)

Case 1:

Get candle 1 amount with scanner

Find candle 1 price

Case 2:

Get candle 2 amount with scanner

Find candle 2 price

Case 3:

Get candle 3 amount with scanner

Find candle 3 price

Calculate total candle cost

Calculate discount

If (20 < total cost <= 35)

5% discount

Else if (35 < total cost <= 55)

7% discount

Else if (55 < total cost <= 100)

10% discount

Else if (100 < total cost)

20% discount

Else

Calculate total burn time by multiplying candle burn time and candle amount for each candle and adding them together

Calculate cost per minute by dividing the discounted cost with the total burn time

Print: type, name, and amount for each candle

Print: total cost before and after discount

Print: total burn time and cost-per-minute

Calculate the reward points by finding the total number of candles and dividing that by 10

Print: reward points

Variables for 3 different histogram bars

For (counter to candle 1 amount)

Bar 1 += \*

For (counter to candle 2 amount)

Bar 2 += @

For (counter to candle 3 amount)

Bar 3 += &

Print: Histogram:

Print: candle 1 name and bar 1

Print: candle 2 name and bar 2

Print: candle 3 name and bar 3