HW 5: Due at 11:59 Saturday, March 4, 2015

Name:

ID:

Email:

1. Generate a flow chart of Problem 7 of Homework 4 using a flow charting application, such as Gliffy.
2. Generate Psuedo code for Problem 8 of Homework 4. The code can be turned in as a regular text file.
3. Put programs 7 and 8, from Homework 4 into one project, specifically, allow the user to select between program 7 and program 8 through some sort of menu-based operation.
4. Convert problem 3 from above to use functions for the games. The menu based operation should call functions problem1() or problem2() to run the selected program.
5. A liter is 0.264179 gallons. Write a program that will read in the number of liters of gasoline consumed by the user’s car and the number of miles traveled by the car. Then, output the number of miles per gallon the car delivered. Your program should allow the user to repeat this calculation as often as the user wishes. Define a function to compute the number of miles per gallon. Your program should use a globally defined constant for the number of liters per gallon.
6. Design the flow chart for number 5.
7. Modify your program from number 5 so that it will take input data, from a file called “data.dat”.
8. Generate Pseudo Code for number 9.
9. Modify number 7 in which data for two cars will be input. Output the number of miles per gallon delivered by each car. Your program will also announce which car has the best fuel efficiency. This problem does not require the user to perform the calculation as many times as they wish.