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Project Pseudocode

Project: Outfit Planner

1. Welcome user
2. Display today’s date and weather
3. Display days of the week options
4. Prompt user to choose the day of the week they want to input data
5. Display the day of the week the user chose to input data
6. Prompt user to choose an option, whether to enter an event or events during that day that needs an individual outfit and display choice options to enter.
7. Depending on user’s last choice use. append() to add one item or .extend() to add multiples
8. Save event(s) input into the individual outfits’ events list for that day. Ex: M\_Events(s) = [Work, Dinner]
9. Display the individual outfits’ events list
10. Display options to show weather for that date and location(s) and/or to edit outfits for the specific events
11. If user wants the weather displayed:
    1. Prompt for the location
    2. Display Location, Date, and Weather
    3. Prompt user to choose the event of the day to input outfit data
12. Else Display the individual outfits’ event list
    1. Prompt user to choose the event of the day to input outfit data
13. Change data type of item (event chosen by user to input outfit data) on the list into a dictionary rather than just an item. And automatically input keys (title for outfit piece) into the dictionary.
14. Display keys from that specific dictionary
    1. Ex: Dinner = {Top: 0, Bottom: 0, Outerwear: 0, Footwear: 0}
15. Prompt user to enter which key to edit to add value(s)
16. Display key and prompt user to input value
17. Input value(s) to the choice of key
18. Display current Dictionary for that specific Event.
19. Prompt to edit next event, next(another) day, or exit
20. Prompt user whether they would like program to notify user.
21. If yes, prompt for date, time to notify.
22. Save date and time.
23. When date and time arrives, Display: date, weather for location(s) chosen, Events that day and their outfit dictionaries.
24. Delete event and value data when day of the week is over.

Last updated: 8/22/16 4:40pm