//Main Pseudocode:

Data:

Given Data:

income, the income the user enters

selection, the menu item the user selects

Unknown Data:

tax, the amount of tax due based on the income

Plan:

Call the TaxDue function.

Call the BuildMenu function.

//Definition of Function

Function Name: TaxDue

Input:

income, the income the user inputs

Output:

N.A. (with a side effect of printing the tax due to the screen)

Data

N.A.

Plan

//Subproblem 1: get user input for income.

scanf("%f", &income);

//Subproblem 2: determine the tax bracket the given income falls in.

if(income <= 750 && income > 0){

}

//Subproblem 3: calculate the tax based on the tax bracket the income is in.

tax = (income \* 0.01);

//Subproblem 4: print the amount of tax due.

printf("The amount of tax due on an income of $%.2f is $%.2f \n\n", income, tax);

//Definition of Function

Function Name: PrintMenu

Input:

N.A.

Output:

N.A. (with a side effect of print the menu to the screen)

Data:

N.A.

Plan:

//Subproblem 1: print the menu prompts.

printf("0) Check Balance. \n”);

//Definition of Function

Function Name: BuildMenu

Input:

selection, the selection the user makes in the menu

Output:

N.A. (with side effect of printing the users selection to the screen)

Data:

N.A.

Plan:

//Subproblem 1: print the menu.

PrintMenu();

//Subproblem 2: get the user input for their selection.

scanf("%d", &selection);

//Subproblem 3: use a do while loop to check if the input is valid, if not ask for a new

input.

do{

printf("Please type a number from 0 to 4 to select a menu item: ");

scanf("%d", &selection);

}while(selection < 0 && selection > 4);

//Subproblem 4: print the the correct string based on user input.

switch(selection){

case 0 :

printf("Check Balance.\nPress any key to continue your transactions...");

break;

}

//Subproblem 5: wait for a key press after the user makes their selection.

char c;

c = getchar();

//Subproblem 6: recursively call the BuildMenu function to restart the process after a key is pressed.

BuildMenu();