Assignment 2 pseudocode

Pseudocode:

import javax.swing.JOptionPane

initialize String variable for name of child

initialize int variable for age of child

initialize String variable for choice of toy

ask for the name using an dialog box

ask for the age using a dialog box

ask for the toy using a dialog box

check that the choice is either plushies, books, or blocks

if it's not, ask for the toy choice again

check if toy is age appropriate

ask if they want to cancel or continue to process order

if they want to cancel, go back to asking for name, age, and toy

ask if a card or balloon should be added

output the name, age and gift

add the amount of the toy and balloon and card and keep a running total

ask if another gift is desired

if yes, go back to asking for the name, age, and toy

display the running total

display a random five digit order number

display programmer name

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| **Test Case #** | **Input** | **Actual Input** | **Expected Output** | **Actual Output** | **Did the test pass?** |
| 1 | luciana  6  book  Yes, card |  | Name: bobby  Age: 6  Toy: book  Total Cost:27.95  (random 5 digit number) |  |  |
| 2 | stephanie  3  Plushie  yes  Yes, balloon |  | Name: Stephanie  Age: 3  Toy: plushie  Total Cost: 31.00  (random 5 digit number) |  |  |
| 3 | Edward  2  Blocks  no  Edward  3  Blocks  No |  | Name: Edward  Age: 3  Toy: Blocks  Total Cost: 15.00  (random 5 digit number) |  |  |