Pseudocode Labsheet6

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//vending machine game

//est time: 15 min

//actual time: 25 min

//variables

change = 0;

money = 0; //entered

cost = 0; //cost of selected item

no50cents = 0;

no20cents = 0;

no10cents = 0;

no5cents = 0;

no2cents = 0;

no1cents = 0;

//ask user for input

Display message “Enter the amount of money:”;

Input money;

Display message “Enter the cost of selected item:”;

Input cost;

IF(money < cost)

Display message “ERROR: Not enough money entered.”;

else

//calculations

change = money – cost; //calculates the change the vending machine gives back

no50cents = change/50; //calculates the number of 50 cent coins

change = (change – 50\*no50cents); //reassign the variable “change” //change=change%50

no20cents = change/20; //calculates the number of 20 cent coins

change = (change – 20\*no20cents);

no10cents = change/10; //calculates the number of 10 cent coins

change = (change – 10\*no10cents);

no5cents = change/5; //calculates the number of 5 cent coins

change = (change – 5\*no5cents);

no2cents = change/2; //calculates the number of 2 cent coins

change = (change – 2\*no2cents);

no1cents = change; //calculates the number of 1 cent coins

ENDIF

//answer

Display message “Number of 50 cent coins is:”; + no50cents;

Display message “Number of 20 cent coins is:”; +no20cents;

Display message “Number of 10 cent coins is:”; +no10cents;

Display message “Number of 5 cent coins is:”; +no5cents;

Display message “Number of 2 cent coins is:”; +no2cents;

Display message “Number of 1 cent coins is:”; +no1cents;