```
project1.txt
 *
    ev176P1.pdf
 *
    COSC 051 Fall 2015
 *
    Project #1
   Author: Erik Van de Water
 *
   Due on: SEP 23, 2015
 * In accordance with the class policies and Georgetown's Honor Code,
  I certify that I have neither given nor received any assistance
  on this project with the exceptions of the lecture notes and those
  items noted below.
 * Note that you should not mention any help from the TAS, the professor,
 * or any code taken from the class textbooks.
 */
// Preprocesses and start
CALCULATE preprocess include iostream and math.h for the Pi constant
START standard namespace
  START the main function
    // Intitialize Variables with Default Values (except height and slantHeight)
    CALCULATE shapeCode =
   CALCULATE materialCode = ''
    CALCULATE radius = 0, surfaceArea = 0, volume = 0, materialCost, laborCost,
totalCost = 0, retailCost = 0
    // Introduction
   OUTPUT greeting message
    // -- Prompts --
    // Shape
    OUTPUT prompt the user for the shape to be used: o - cone, y - cylinder, p -
    INPUT CALCULATE shapeCode // written this way because variable assignment was
treated as a calculation in class
    IF shapeCode is not lowercase or capital o, y, or p, THEN
        OUTPUT invalid shape error message
        STOP main function (by returning 1)
      END
    // Radius
    OUTPUT prompt the user for the radius to be used
    INPUT CALCULATE radius
    IF radius is too large (>36") or too small (<3"), THEN
        OUTPUT invalid radius error message
        STOP main function (by returning 1)
    // Height
```

IF shape is a cone or cylinder, THEN

OUTPUT prompt the user for the height to be used INPUT CALCULATE height // height declared as float

Page 1

BEGIN

```
project1.txt
        IF height is too large (>1.5*radius) or too small (<radius),
           BEGIN
             OUTPUT invalid height error message
             STOP main function (by returning 1)
           END
      END
    OTHERWISE CALCULATE height = 'n/a' // height declared as string
    // Material
    OUTPUT prompt the user for the material to be used: k - oak, a - plastic, u -
aluminum
    INPUT CALCULATE materialCode
    IF material is not lowercase or capital k, a, or u, THEN
        OUTPUT invalid material error message
        STOP main function (by returning 1)
    // -- Calculations --
    // Calculate Surface Area and Volume
IF shapeCode is 'o', THEN
      BEGIN
        CALCULATE slantHeight = sqrt((radius**2)+(height**2)); // slantHeight
declared as a float
        CALCULATE surfaceArea = M_PI*(radius**2) + M_PI*radius*slantHeight;
        CALCULATE volume = (M_PI*(radius**2) * height)/3;
    OTHERWISE IF shapeCode is 'y', THEN
      BEGIN
        CALCULATE slantHeight = 'n/a' // slantHeight declared as a string CALCULATE surfaceArea = 2*M_PI*radius*(height + radius);
        CALCULATE volume = M_PI*(radius**2)*height;
      OTHERWISE (implicitly shapeCode is 'p')
           CALCULATE slantHeight = 'n/a' // slantHeight declared as a string CALCULATE surfaceArea = 4*M_PI*(radius**2);
           CALCULATE volume = (4*M_PI*(radius**3))/3;
        END
    // Calculate material and labor costs
    IF materialCode is 'k', THEN
      BEGIN
        CALCULATE materialCost = 1.26 * surfaceArea;
        CALCULATE laborCost = 256.27 + (0.4 * materialCost);
      END
    OTHERWISE IF materialCode is 'a', THEN
        CALCULATE materialCost = 0.49 * surfaceArea;
        CALCULATE laborCost = 32.10 + (0.1 * materialCost);
      END
    OTHERWISE
      BEGIN
        CALCULATE materialCost = 6.32 * surfaceArea;
        CALCULATE laborCost = 785.16 + (0.8 * materialCost);
    CALCULATE totalCost = materialCost + laborCost
                                           Page 2
```

```
project1.txt

CALCULATE retailCost = totalCost * 1.25

// -- Output the calculations --

OUTPUT type of shape
OUTPUT sufaceArea and volume (labeled)

OUTPUT dimension header
OUTPUT dimensions labels
OUTPUT dimensions

OUTPUT cost header
OUTPUT cost and price labels
OUTPUT costs and price

// -- Ending --

OUTPUT goodbye message
STOP the main function

STOP (implicitly) the use of the standard namespace. No code necessary.
```