Assignment One

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**Review questions Solution**

**Solution**

1. Match each of the following parts of this problem to its correct location in a defining table
2. Multiply by 15 Processing
3. Season cost Output
4. area of lawn Input
5. multiply by 0.01 Processing
6. Number each of these steps to solve the problem in the correct order form list
7. Multiply the area of the lawn by 0.01 and then by 15 to get the season cost. (**2**)
8. Display the season cost for the user to see. (**3**)
9. Get the total area of the lawn from the user. (**1**)
10. Much each of the following parts to its correct order
11. Multiply overtime hours by regular hourly wage by 1.5 to get overtime pay to get over time pay (overpay = over Hours \* regular wage \* 1.5) (**processing**)
12. Subtract tax from gross pay to get net pay (net pay = gross Pay -tax) (**Processing)**
13. Overtime hours (**Input**)
14. Multiply regular hours by regular hourly wage to get regular pay (regular pay = regular hours \* regular wage) (**Processing**)
15. Multiply gross pay by 0.15 to get tax (tax = gross Pay \* 0.15) (**Processing**)
16. Regular hourly wage (**Input**)
17. Regular hours (**Input**)
18. Add regular pay and overtime pay to get gross pay (gross pay = regular pay + overtime Pay) (**Processing**)
19. Net pay. (**Output**)
20. Number each of these steps to solve the problem in the correct order from first (1) to last (7).
21. Display net pay for the user to see. (**7**)
22. Add regular pay and overtime pay to get gross pay. (grossPay= regPay+overPay) (**4**)
23. Multiply gross pay by 0.15 to get tax. (tax = grossPay\*0.15) (**5**)
24. Get regular hours, overtime hours, and regular hourly wage from the user. (**1**)
25. Multiply overtime hours by regular hourly wage by 1.5 to get overtime pay. (**3**)
26. Subtract tax from gross pay to get net pay. (net Pay = gross pay -tax) (**6**)
27. Multiply regular hours by regular hourly wage to get regular pay. (regular pay= regular Hours \* regular wage) (**2**)

5. Which of the following are control structures?

1. Input Not\_\_\_\_\_\_\_\_\_\_
2. Try, catch and throw Control structure
3. Computation Not\_\_\_\_\_\_\_\_\_\_\_
4. Selection Control structure
5. Sequence Control structure
6. Output Not\_\_\_\_\_\_\_\_\_\_\_
7. Repetition Control structure
8. Storage Not\_\_\_\_\_\_\_\_\_\_\_

6. Much each control structure to its correct definition

1. Sequence = Couse the computer to select one group of statements to execute and another group or groups to skip
2. Selection = Couse the computer to execute statements in the order they are written in a program, from to bottom
3. Repetition = Couse the computer to repeat a group of statement