calculateRectangle

Start

length

width

height

whatOpration

result

number1

number2

endThanks = “Thanks for using my programme”

def clear()

def again

def main

Main

Operation

Set result

End

Display result

Thanks for using

Psudeo code

from os import system, name

from time import sleep

resultgl = 0

oprationgl = 0

def clear():

if name == 'nt':

\_=system('cls')

else:

\_=system('clear')

def again():

global resultgl

global oprationgl

if oprationgl == 1:

print("The lenth of your rectangle is: ", resultgl)

elif oprationgl == 2:

print("the width of your rectangle is: ", resultgl)

elif oprationgl == 3:

print("the voulum of your cube is: ", resultgl)

print

calc\_again = input('''

Do you want to perform another opration?

Please type Y for Yes or N for No.

''')

goodbey = 'Thank you for useing my app (the app will now exit)'

if calc\_again == 'Y':

clear()

main()

elif calc\_again == 'y':

clear()

main()

elif calc\_again == 'N':

print(goodbey)

elif calc\_again == 'n':

print(goodbey)

else:

clear()

again()

def main():

global resultgl

global oprationgl

opration = int(input('''

Please type in the oparation you would like to complete:

1 for length of a rectangle

2 for width a rectangle

3 for voulme of a cube

'''))

if opration == 1:

number1 = int(input('Enter the width of your rectangle: '))

number2 = int(input('Enter the Perimeter of your rectangle: '))

elif opration == 2:

number1 = int(input('Enter the length of your rectangle: '))

number2 = int(input('Enter the area of your rectangle: '))

elif opration == 3:

number1 = int(input("Enter the area of your cube:"))

if opration == 1:

resultgl = (number2 / 2 - number1)

print("The lenth of your rectangle is: ", resultgl)

elif opration == 2:

resultgl = (number2 / number1)

print("the width of your rectangle is: ", resultgl)

elif opration == 3:

resultgl = (number1 \* number1 \* number1)

print("the voulum of your cube is: ", resultgl)

oprationgl = opration

clear()

sleep(3)

again()

main()