Algorithm Project 3 - Ryan Shupe

Method: displayWelcomeMessage

UML: +displayWelcomeMessage():void

display welcome message

display my name

display class section and project 3

Method: displayEndingMessage

UML: +displayEndingMessage():void

display thank you message

Method: pressEntertoContinue

UML: +pressEntertoContinue():void

display press enter to continue message

get enter input

Method: getTestScore

UML: +getTestScore():double

display enter testscore message

get int testscore

while grade <0 > 100

dsiplay error, ask again if invalid

return testscore

Method: calcAverage

UML: \_\_+calcAverage(test1:double, test2:double, test3:double):double

add the 3 int testscores and / by 3 (number of testscores)

return average

Method: findLetterGrade

UML: \_\_+findLetterGrade(average:double):char\_\_

get the average testscore

compare to appropriate letter grade

return char lettergrade

Method: calcGPA

UML:\_\_+calcGPA(lettergrade:char):double\_\_

get the lettergrade

match lettergrade to appropriate gpa number`

return gpa

Method: runAgain

UML:\_\_+runAgain():char\_\_

ask user if they want to run the program again

convert letter to uppercase

if letter is invalid repeat previous message until satisfied

return runAgainChar