

SkillsUSA

2014 Contest Projects

Computer Programming

Click the “Print this Section” button above to automatically print the specifications for this contest. Make sure your printer is turned on before pressing the button.

**2014
National
SkillsUSA**

**Computer Information
Systems**

**Programming Competition
Contestant Packet**

Kansas City, Mo

June 24, 25, 2014

National Contest Program # 1 Currency Conversion Program

You will write a program to create a screen which will allow the user to enter and convert an U.S. dollar amount to the currency of the countries listed below.

British pound = .64
French francs = 6.07426
Italian lire = 1793.62
German Deutsche mark = 1.811
Spanish pesetas = 154.076

Buttons will include.

Calculate
Clear (allows for another entry, reset to another amount)
Exit

All screens will be clearly labeled with contestant number, program number and title.

All boxes will be clearly labeled.

When you have completed this program put your number and time on the sheet for the first program, the judge will take you in turn for execution for the correct output. When approved, print out your code instructions and screen. Clearly mark with your assigned contestant number and hand in to judges table. Go on to next program.

National Contest Program # 2 Payroll Program

You will write a program to create a screen which will allow the user to find the weekly pay earned by an employee. Use the following input information.

Input data
Employee first and last name
Employee social security number
Hourly rate of pay code (1,2,3,4,5)
Hours worked this pay period week)
Shift employee works

Output
All the above
Plus
Tax
Insurance
Overtime (if any)
Total take home pay

Pay rate is from a table or array

1 = \$10.00 per hour
2 = \$12.50 per hour
3 = \$15.00 per hour
4 = \$17.50 per hour
5 = \$20.00 per hour

Tax is 10% of total pay
Insurance is 5% of total pay
Overtime is anything over 40 hrs at time and a half

Buttons will include.

Calculate
Clear (allows for another entry, reset to employee name)
Exit

All screens will be clearly labeled with contestant number, program number and title.

All boxes will be clearly labeled.

When you have completed this program put your number and time on the sheet for the second program, the judge will take you in turn for execution for the correct output. When approved, print out your code instructions and screen. Clearly mark with your assigned contestant number and hand in to judges table. Go on to next program.