Module 4 Portfolio Milestone

Figure 1

```
Pseudocode for Shopping Cart
START
CLASS ItemToPurchase
      FUNC init (item name, item price, item quantity)
             SET self.item name = item name
             SET self.item price = item price
             SET self.item quantity= item quantity
      FUNC print_item_cost()
      PRINT "{item_name} {item_quantity} @ ${item_price} =
      ${item price * item quantity}"
FUNC main()
      PRINT "Item 1"
      PROMPT user for item_name1
      PROMPT user for item price1
      PROMPT user for item quantity1
      PRINT "Item 2"
      PROMPT user for item name2
      PROMPT user for item_price2
      PROMPT user for item_quantity2
      PRINT "TOTAL COST"
```

```
INSTANTIATE item1 = ItemToPurchase(item_name2, item_price2, item_quantity2)

CALL item1.print_item_cost()

CALL item2.print_item_cost()

SET total = (item1.item_price * item1.item_quantity) + (item2.item_price * item2.item_quantity)

PRINT "Total: ", total

IF __name__ == '__main__'

CALL main()
```

INSTANTIATE item1 = ItemToPurchase(item_name1, item_price1, item_quantity1)

END

Note. This pseudocode illustrates a simple shopping cart algorithm that utilizes classes to create two objects, or items in this case, and initialize attributes such as item_name, item_price, and item_quantity based on user input. The shopping cart total is then displayed to the user along with the item's name, price, and quantity.

Figure 2
Source Code for Shopping Cart

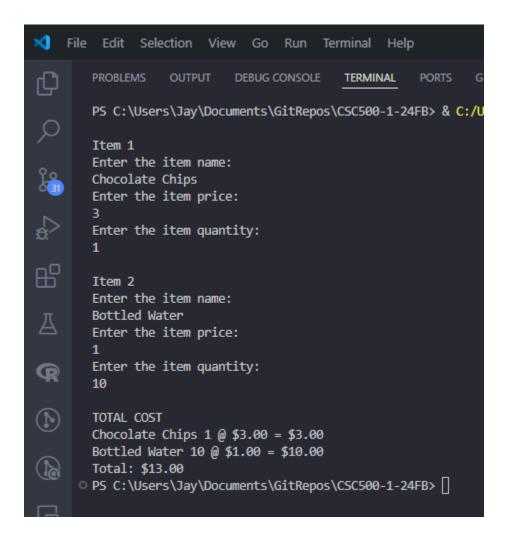
```
class ItemToPurchase:
   def init (
        self,
       item name: str = "none",
       item price: float = 0,
       item quantity: int = 0,
   ):
        Initializes an instance of ItemToPurchase class.
       Args:
            item name (str): The name of the item. Defaults to "none".
            item price (float): The price of the item. Defaults to 0.
            item quantity (int): The quantity of the item. Defaults to 0.
        self.item name = item name
        self.item price = item price
        self.item_quantity = item_quantity
   def print_item_cost(self) -> None:
       Prints the cost of the item.
       print(
            f"{self.item_name} {self.item_quantity} @
${self.item price:.2f} = ${self.item price * self.item quantity:.2f}"
def main() -> None:
   Main function to get input for items and calculate total cost.
   print("\nItem 1")
   item name1 = input("Enter the item name:\n")
```

```
item price1 = float(input("Enter the item price:\n"))
   item_quantity1 = int(input("Enter the item quantity:\n"))
   print("\nItem 2")
   item name2 = input("Enter the item name:\n")
   item_price2 = float(input("Enter the item price:\n"))
   item quantity2 = int(input("Enter the item quantity:\n"))
   print("\nTOTAL COST")
   item1 = ItemToPurchase(item name1, item price1, item quantity1)
   item2 = ItemToPurchase(item name2, item price2, item quantity2)
   item1.print item cost()
   item2.print item cost()
   total cost = (item1.item price * item1.item quantity) + (
       item2.item price * item2.item quantity
   print(f"Total: ${total_cost:.2f}")
if __name__ == "__main__":
   main()
```

Note. This figure displays the source code used for a Python script that gets user input in order to instantiate the ItemToPurchase class two times for a total of two items. It then calculates the total cost based on the attributes item_price and item_quantity, and then displays the item names, quantities, prices, and total.

Figure 3

Execution and Testing for Restaurant Bill and Alarm Clock



Note. Python output of a simple shopping cart that allows the user to provide two item names and then calculates the total cost of the items based on their quantity and price. According to the script, 1 Chocolate Chip at \$3.00 each and 10 Bottled Water at \$1.00 each will cost a total of \$13.00.

References

Cline, J. T. [Jay4rmTheBay]. (2024). CSC500-1-24FB [Source code]. GitHub.

https://github.com/Jay4rmTheBay/CSC500-1-24FB