



<pre> Int base = 200; Int surfaceCost = 0; SurfaceArea = width * depth; If SurfaceArea > 1000; SurfaceCost += SurfaceArea - 1000; drawerCost = numberOfDrawers * 50; materialCost = 0 Switch (surfaceMaterial) { case Oak: materialCost += 200; break; case Laminate: materialCost += 100 break; case Pine: materialCost += 50; break; case Rosewood: materialCost+= 300; break; case Veneer: materialCost += 125; break; } </pre>	<pre> shippingCost = 0; If SurfaceArea < 1000 ShippingCost +=60; If SurfaceArea> 1000 && SurfaceArea<2000 ShippingCost +=70; If SurfaceArea<2000 ShippingCost +=80; Switch(DeliveryDay) Case 3Day; Break; Case 5day ShippingCost -=20; Case 7day If SurfaceArea < 1000 ShippingCost-30; Case 14day ShippingCost = 0; totalPrice = base + surfaceCost + drawerCost + materialCost+shippingCost; </pre>