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Assignment 2

Pseudocode

1. Display “welcome” to user
2. Ask the name of the child
3. Send name to “set name class”
4. Ask the age of child
5. Send age to “set age class”
6. Choose the toy for the child
7. Send toy choice to “set toy class”
8. Check age (validate by using ageOk class)
   1. If toy is age appropriate, then program continues
   2. If age is not appropriate, Display and ask user if he/she would like to cancel the toy request.
      1. If the user replies "yes", repeat the steps for the name, age, and toy choice.
      2. If the user replies "no", process the toy requested.
9. Ask if the user if a card should be added.
   1. If user inputs “yes” add card to order by sending the choice to the add balloon method.
   2. If user inputs “no” don’t add card to order.
10. Ask if the user if a Balloon should be added.
    1. If user inputs “yes” add Balloon to order by sending the choice to the add card method.
    2. If user inputs “no” don’t add Balloon to order.
11. Print the name of the child and cost of the toy the user selected using the to string method.
12. Ask user if he/she wants to add another gift.
    1. If user inputs “yes” repeat the steps for the name, age, and toy choice. (loop)
    2. If user inputs “no” print the total cost, order number (a random number generator), and programmers name.
13. Terminate program.