IFM01A1 | IFM1A10

INFORMATICS 1A

Practical Assignment P2022A-05

Due: 25 March 2022, 13:50

Competence Checklist (Your Practical Should Demonstrate the Following)	
# Subroutines	#UJGrid Control
# For Next Loop	#Fixed Size Arrays

INSTRUCTIONS/WARNINGS

- No complete accompanying design (on paper), no mark
- No upload on Eve, no mark
- Plagiarism, no mark
- All classes must begin with the following comment (completed with relevant information)
- Name this project **S{StudentNumber}_P2022A_05**

```
' ********************************************************************************
' Surname, Initials:
' Student Number:
' Practical: P2022A-05
' Class name: (this is the name of the form you are working on)
' ********************************************************************************
```

ANNOUNCEMENT

- We will not assist with any bonus question **(Bonus marks will only be awarded to students who get a minimum of 75% for the main question).**
- Monday the 21st of March is Human Rights Day, there will be **no Class**.
- Thursday the 24th of March will follow Monday's Timetable, there will be **Class** at 13:50.
- Please talk to your marker for practical mark queries before you email us about it.

PROBLEM

One of your classmates has a problem keeping track of their allocated allowance on a monthly basis. They have asked you to write a program that will allow them to keep track of their spending. They would like to record all their spending at the end of each week in the month.

Your Program should:

- Allow the user to specify how much money they have for the month *(Initial Allowance)*.
- Capture each transaction the user makes *(A transaction is when money is taken out of the account)*.

- Warn the user when their balance equal or less than R50
- Disallow the user from entering more transactions after their balance is less than or equal to zero.

After each transaction, the program should show the user how much money they spend, how much money they have remaining, along with the average amount of money they used (all the above should be displayed in the grid).

MARKSHEET

Design (on paper)	5
User Interface	5
Variable Declarations	5
For Next Loops	15
Use of a Fixed Size Array	5
Use of Subroutines	5
Display using UjGrid	5
Programming Style (use of comments, readability of code)	5
Correct Execution	50
Total	100