

# Project Algorithm (Pseudo Code)

- 1) Greet the customer
- 2) Tell the customer about instructions
- 3) Set account balance to \$10
- 4) Display the account balance
- 5) Display the products and their prices and numbers (1-10)
- 6) Get user's selection number
  - If the number is valid go to number 8
  - If the number is invalid go to number 7
- 7) Tell customer that their choice was invalid and go to number 4
- 8) Set the product's price
- 9) See if the customer has enough money for the products
  - If yes go to number 10
  - If no go to number 13
- 10) Subtract the price from the balance
- 11) Display the remaining balance
- 12) Ask the customer if the customer would like to keep shopping
  - If yes go to number 4
  - If no go to number 17
- 13) Ask the user if they would like to add money into the account
  - If yes go to number 14
  - If no go to number 17
- 14) Ask the amount to add in the account
- 15) Get the amount and add it to the current balance
- 16) Display the current balance and go to number 5
- 17) Display the current balance
- 18) Tell the customer to have a good day



# Unified Modeling Language Diagram

**UML Diagrams** are used to visualize the system

## Benefits of UML

- 1:** Simplifies complex software design.
- 2:** It reduces thousands of words of explanation in a few graphical diagrams that may reduce time consumption to understand.
- 3:** It makes communication more clear and real.
- 4:** It helps to acquire the entire system in a view.
- 5:** It becomes easy for the software programmer to implement the actual demand because they have the clear picture of the problem.

# UML Diagram

