

CIS 260 Computer Programming I

Programming Project: Pirate Trading Post V3.0

Arrr! Isn't that just like a pirate??? We've been making change for the Pirate's Trading Post, and now they want a Cash Register too... *Blimey!*

The register feature is only for a couple specific "tourist" items. Input the item code for the items to be purchased, and keep track of the quantity of items. When done entering items, display a nicely formatted "receipt" and calculate the total. then ask for the number of doubloons received. Calculate and display the change as before.(in v2 only with nicer formatting)

Pirate Trading Post – Tourist Stock List		
Item Code	Description	Cost
8	Genuine Piece of Eight	8 bits
H	Pirate Hat	1 pistole
I	Eye Patch	2 bits
S	Sword (inflatable)	20 bits
M	Treasure Map	100 bits
T	T Shirt <i>(My friends got Keelhauled and all I got was this lousy T-Shirt!)</i>	150 bits

Example:

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Pirate Trading Post v3
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Enter Item Code, ? or Q > ?

Valid Item codes are: 8 I H M S T.
                      Q to quit

Enter Item Code, ? or Q > M
Enter Item Code, ? or Q > I
Enter Item Code, ? or Q > I
Enter Item Code, ? or Q > 8
Enter Item Code, ? or Q > Q

Pirate Trading Post

    2  Eye Patch
    1  Treasure Map
    1  Piece of Eight

Total: 212 bits

How many gold doubloons have ye got? ...
```

Continue as in v2.

During the Design Phase:

Write a *pseudocode* algorithm of the steps to solve this problem, and construct a test set for the program following the guidelines discussed in class. (i.e. Sample Input, Expected Output, Rationale)

During Coding:

Be sure to comment appropriately and use good variable names.

Project Deliverables:

Final Program: (in <i>Presentation Format</i>)
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Problem Description Algorithm Test Set Design Source Code Sample Output
