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1. Given the radius, in inches, and the price of a pizza, design an algorithm to find the price of the pizza per square inch.
2. Explain to the user what the programs does when it loads.
3. Declare a variable to hold the cost of the pizza called pizzaCost
4. Declare another variable to hold the given radius formula called storeGivenRadius.
5. Declare another variable to print out the cost of the pizza later on in the program called displayPizzaCost.
6. Prompt the user to enter the amount pizza they want and multiply it by the cost of the pizzaCost variable.
7. Divide the pizzaCost by storeGivenRadius
8. Lastly, print out the cost of per pizza using the displayPizzaCsot.
9. To make a profit, the price of the items marked up by 80%. After making up the prices, each items is put on sale at a discount of 10%. Design an algorithm to find the selling price of an item sold at the store. What information do you need to find the selling price?
10. Tom and Jerry opened a new lawn service. They provide three types of services: moving , fertilizing , and planting trees. The cost of moving is $35 per 5,000 square yards, fertilizing is $30 per application, and planting a tree is $50. Write an algorithm that prompts the user to enter the area of the lawn, the number of fertilizing applications, and the number of trees to be planted. The algorithm then determines the billing amount. (Assumes that the user order all three services.)
11. Explain to the user what the program is about and fees.
12. Declare a variable called costOfMoving .
13. Declare another variable costOfFertilizing.
14. Declare another variable plantingTreePrice.
15. Declare a variable called addTotal.
16. Prompt the user to enter the area of lawn, number of fertilizing needed, and the number of tree to be planted.
17. Multiply the number of the items the user inputted by each services.
18. Use the addTotal variable to print out the number of items the user purchased.