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MENU-BASED SYSTEM

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1.0 OVERVIEW

This user manual provides instructions on how to set up and use a menu-based system to run different programs. The menu allows users to select from a list of options, each corresponding to a specific program or feature. The system will continuously display the menu until the user chooses to quit.

2.0 MENU OPTIONS

The menu offers the following options:

- 1. Complete a travel claim**
 - This option is for processing travel-related claims.
- 2. Fun interview question**
 - This option presents a fun or challenging interview question.
- 3. Cool stuff with strings and dates**
 - This option demonstrates interesting operations with strings and dates.
- 4. A little bit of everything**
 - This option includes validation, formatting and a well designed output.
- 5. Something old, something new**
 - This option showcases a new knowledge researched in python.
- 6. Quit**
 - This option exits the menu-based system.

3.0 HOW IT WORKS

1. The menu is displayed in a loop, allowing the user to select an option repeatedly.
2. Based on the user's choice, a message is printed:
"This is option X from the menu."
(X is replaced with the selected option number.)
3. The loop continues until the user selects **Option 6 (Quit)**.

4.0 CODE IMPLEMENTATION

Below is the Python code for the menu-based system:

```
5  while True:
6      print()
7      print("Midterm Sprint - Main Menu")
8      print()
9      print(f"    1. Complete a travel claim.")
10     print(f"    2. Fun interview question.")
11     print(f"    3. Cool stuff with strings and dates.")
12     print(f"    4. A little bit of everything.")
13     print(f"    5. Something old, something new.")
14     print(f"    6. Quit.")
15     print()
16
17     choice = input("Enter choice (1-6): ")
18
19     if choice == '1':
20         print()
21         print("This is option 1 from the menu.")
22         print()
23     elif choice == '2':
24         print("This is option 2 from the menu.")
25     elif choice == '3':
26         print("This is option 3 from the menu.")
27         print()
28     elif choice == '4':
29         print("This is option 4 from the menu.")
30         print()
31     elif choice == '5':
32         print("This is option 5 from the menu.")
33         print()
34     elif choice == '6':
35         print("Exiting program. Goodbye!")
36         print()
37         break
38     else:
39         print("Invalid choice. Please enter a number between 1 and 6.")
40         print()
41
```

Figure 1: Code Sample

5.0 INSTRUCTIONS FOR USE

1. Run the program.
2. The menu will be displayed on the screen.
3. Enter the number corresponding to your desired option (1-6).
4. The program will print a message confirming your selection.
5. If you select **Option 6**, the program will exit.
6. For invalid inputs, the program will prompt you to enter a valid choice.

6.0 EXAMPLE OUTPUT

```
Midterm Sprint – Main Menu

1. Complete a travel claim.
2. Fun interview question.
3. Cool stuff with strings and dates.
4. A little bit of everything.
5. Something old, something new.
6. Quit.
```

```
Enter choice (1–6): 2
This is option 2 from the menu.
```

```
Midterm Sprint – Main Menu
```

```
1. Complete a travel claim.
2. Fun interview question.
3. Cool stuff with strings and dates.
4. A little bit of everything.
5. Something old, something new.
6. Quit.
```

```
Enter choice (1–6): r
Invalid choice. Please enter a number between 1 and 6.
```

```
Midterm Sprint – Main Menu
```

```
1. Complete a travel claim.
2. Fun interview question.
3. Cool stuff with strings and dates.
4. A little bit of everything.
5. Something old, something new.
6. Quit.
```

```
Enter choice (1–6): 6
Exiting program. Goodbye!
```

Figure 2: Code Output Sample