FOLIO #1 (Barry's Fishmonger)

Interface mock-up

Barry's Fishmonger ☰

Type of fish [   ]

Amount (kg) [   ]

All fields #s only

Total cost [   ]

Are you a business? ☐

Checkout

Pseudo-code

when checkout button clicked,
    get chosen fish,
    get var amount(kg) of fish,
        check if amount is over 20kg,
            if it is, display alert that it is over the max, and do not display the continue button.
    get cost/kg of fish wanted,
        if barramundi chosen,
            multiply amount(kg) by fish cost/kg,
        else if flathead chosen,
            multiply amount(kg) by fish cost/kg,
        else if snapper chosen,
            multiply amount(kg) by fish cost/kg,
        else if rockling chosen,
            multiply amount(kg) by fish cost/kg,

else if gummy chosen,
    multiply amount(kg) by fish cost/kg,

display cost

<u>Variable Table</u>

Variable	Type	Format	Description	Example
barra-mundicost	Int	#	To store the cost of the barramundi	9.8
flathead-cost	Int	#	To store the cost of the flathead	10.99
rockling-cost	Int	#	To store the cost of the rockling	9.7
snapper-cost	Int	#	To store the cost of the snapper	9.8
gummy-cost	Int	#	To store the cost of the gummy shark	8.5
kg	Int	#	To get then store the amount of fish(kg) wanted	Any number up to 20
cost	Int	#	To store the value calculated as the total	56.4, 32, 12.8

Test Data	Expected Result	Attempts & Adjustments	Actual Result
	The amount of fish wanted should be multiplied by the cost and displayed.	Tested all fish at 1, 2 and 3 kg.	As expected. Tested with all fish types.
	The discount button should apply a 10% discount.	Tested button with each fish @ 2kg.	As expected. Discount checkbox removes 10% of the cost.
	Each fish cost should be different.	Tested with all fish @ 1kg.	Costs as expected.