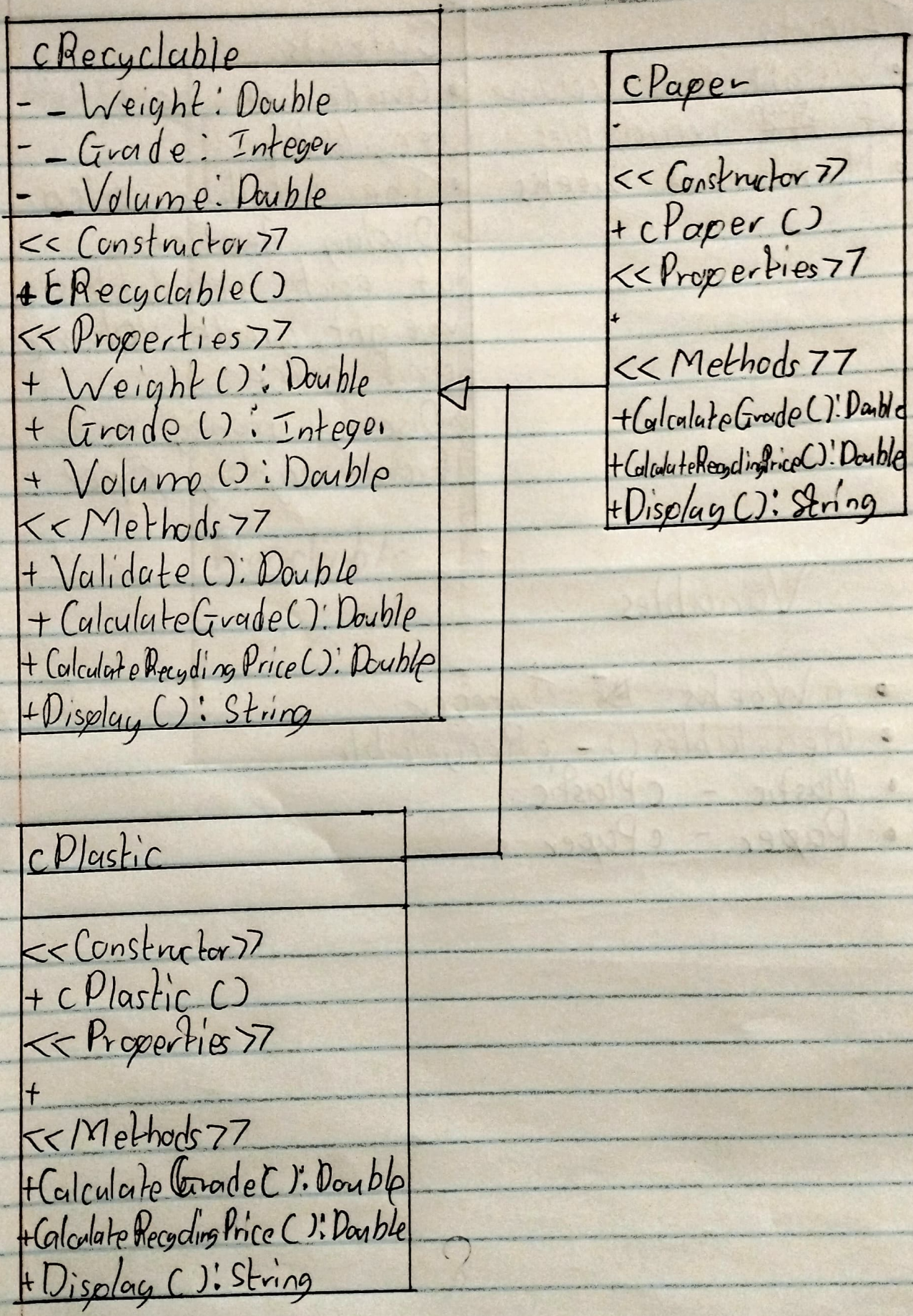
Design

Inputs	Outputs
• Weight and Volume of ~~the~~ each recyclables. • Number of weeks	• Grade of each recyclable • The recyding price • Display description of each recyclable's weight, grade, volume and price • Display money made from recycling paper

Variables

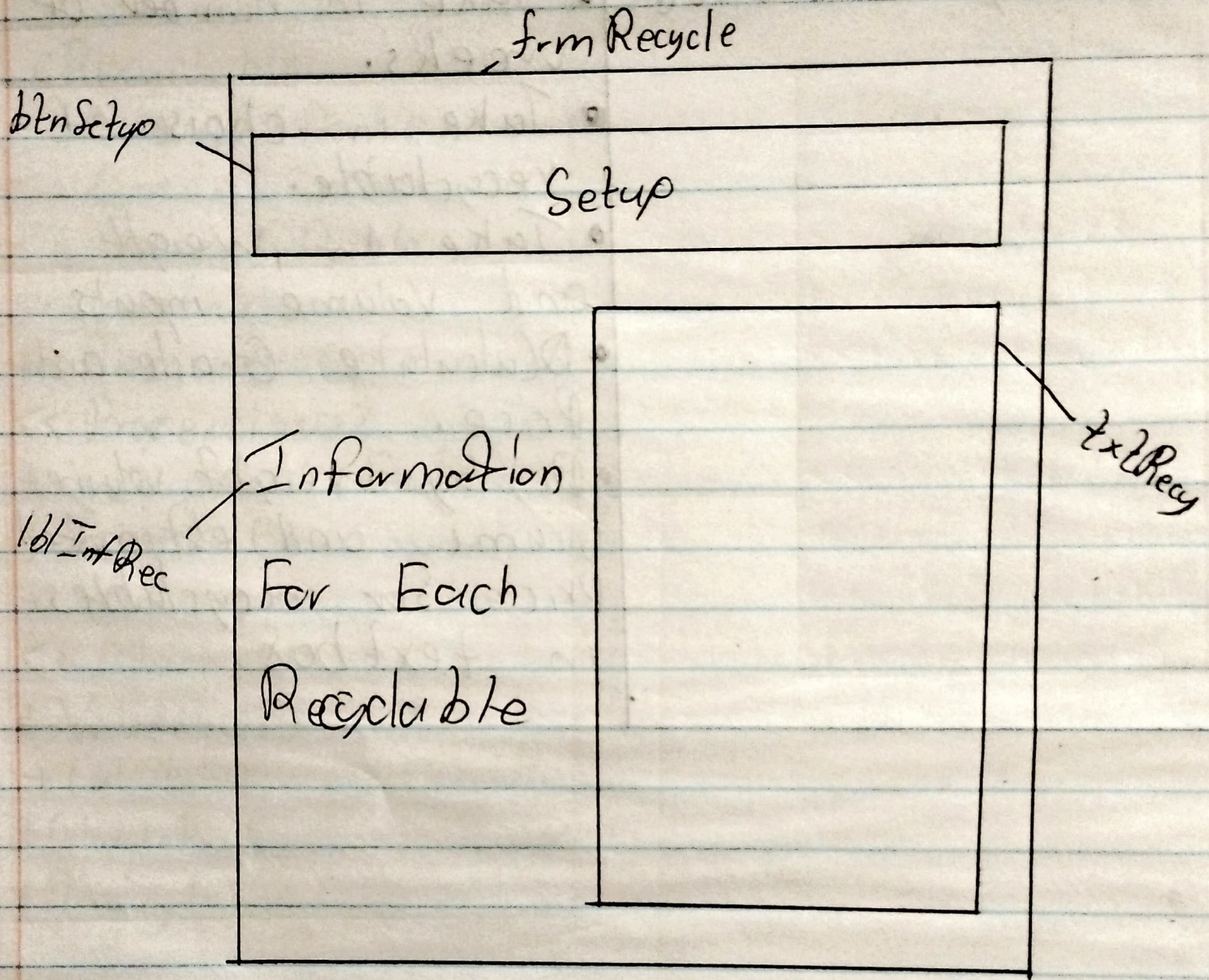
- nWeeks ~~As~~ - Integer
- Recyclables() - cRecyclable
- Plastic - cPlastic
- Paper - cPaper

UML


cRecyclable
- _Weight: Double
- _Grade: Integer
- _Volume: Double
<< Constructor >>
+ cRecyclable()
<< Properties >>
+ Weight(): Double
+ Grade(): Integer
+ Volume(): Double
<< Methods >>
+ Validate(): Double
+ CalculateGrade(): Double
+ CalculateRecyclingPrice(): Double
+ Display(): String
cPaper
<< Constructor >>
+ cPaper()
<< Properties >>
<< Methods >>
+ CalculateGrade(): Double
+ CalculateRecyclingPrice(): Double
+ Display(): String
cPlastic
<< Constructor >>
+ cPlastic()
<< Properties >>
<< Methods >>
+ CalculateGrade(): Double
+ CalculateRecyclingPrice(): Double
+ Display(): String

Events	Actions
• btnSetup is clicked	• Take in number of weeks. • Take in choise of recyclable. • Take in Weight and Volume inputs. • Calculate Grade and Price. • Display weight, volume, grame and estimated Price for recyclables in text box.

Interface


frmRecycle
btnSetup
Setup
Information
For Each
Recyclable
lblInfRec
txtRecy

Algorithm

- btnSetup

1. Resize arrays
   1. ResizeArrays()
2. Take in inputs from user
   1. Choise ← Prompt user for recyclable choise
   2. Weight ← Prompt user for weight
   3. Volume ← Prompt user for volume
3. Display information for recyclables
   1. txtRecy.Text ← Display()

Test Data

Weeks: 2

Choise:	1) Plastic	2) Paper
Weight:	100	200
Volume:	50	100
Grade:	2	5
Price:	25	400