**Pseudocode Logic for InvoiceGUI Application**

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Logic for Display Button Click Event

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1. Instantiate 3 objects
   1. Invoice class (twice)
   2. OverdueInvoice class (once), it is for the one with the overdue
2. If else statement
   1. 3 if/else-if statements
      1. Each one containing a specific named variable (dot) name, assigning it the correct Company name in string format.
      2. Each one containing a specific named variable (dot) amount, assigning it the correct Amount Due
      3. WATER COMPANY is the only one to contain an extra specific named variable (dot) DaysOverDue, assigning it the correct amount of days that are overdue
      4. Depending on the user’s input, one of the if/else-if statements will displaying the sentence from the ToString() method from Invoice Class
   2. Else statement
      1. Declare String Variable named **userinput**, assigning it user’s input (textbox)
      2. If user’s input doesn’t match with any of the if/else-if statements, display the variable **userinput** and INVALID ENTRY - Please Try Again

Definition for Invoice Class

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Given in Handout

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Definition for OverdueInvoice Class

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Given in Handout

}