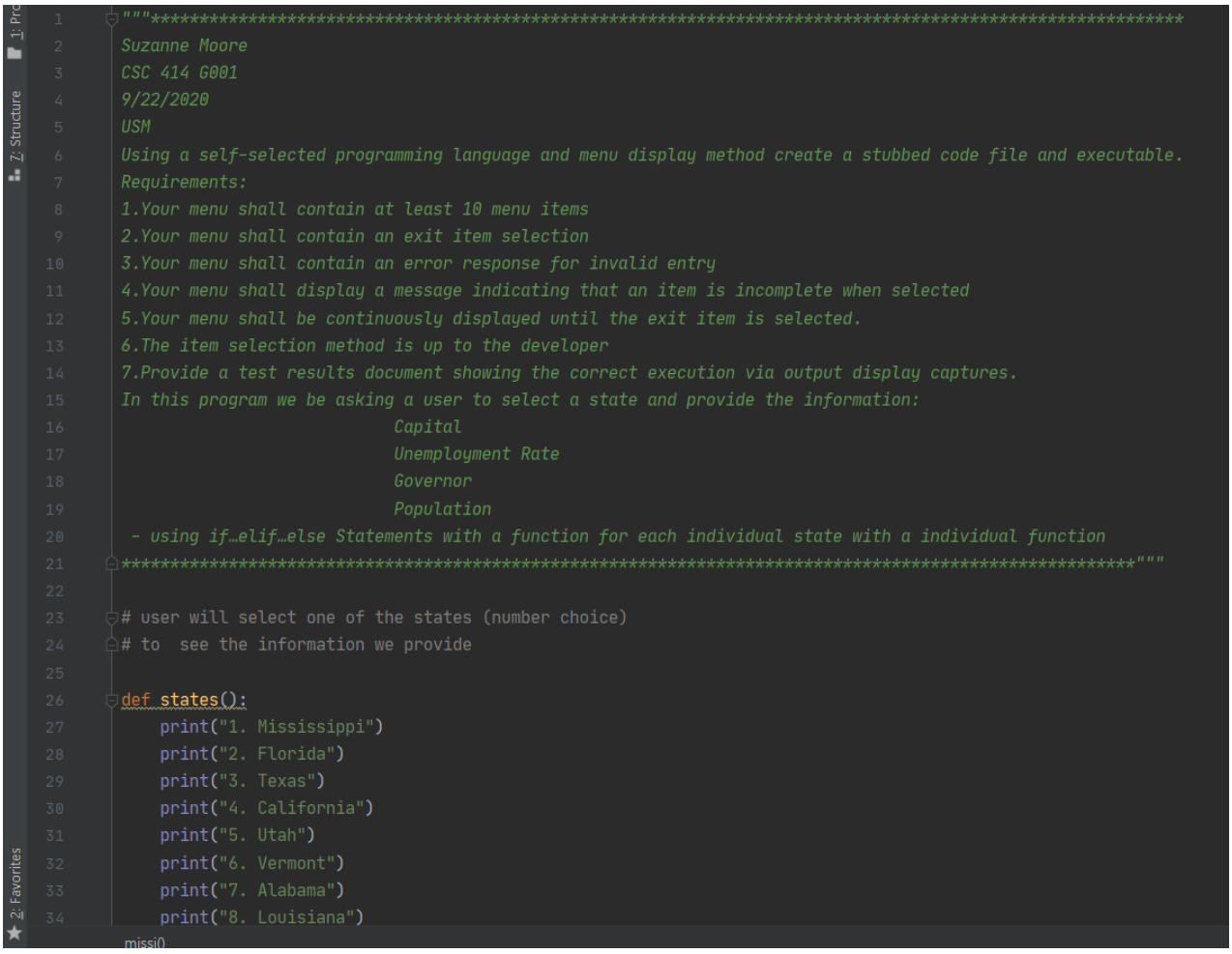
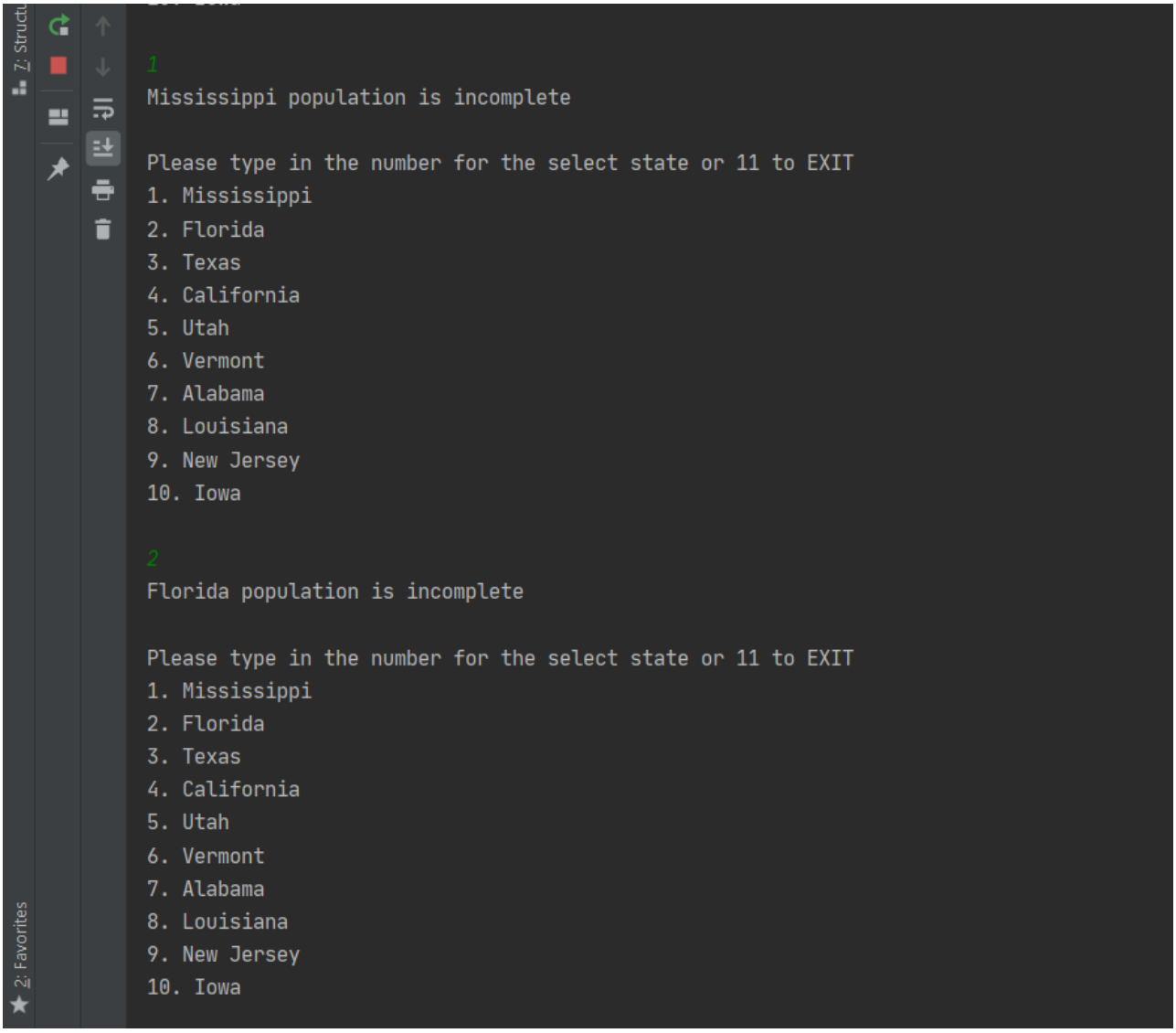
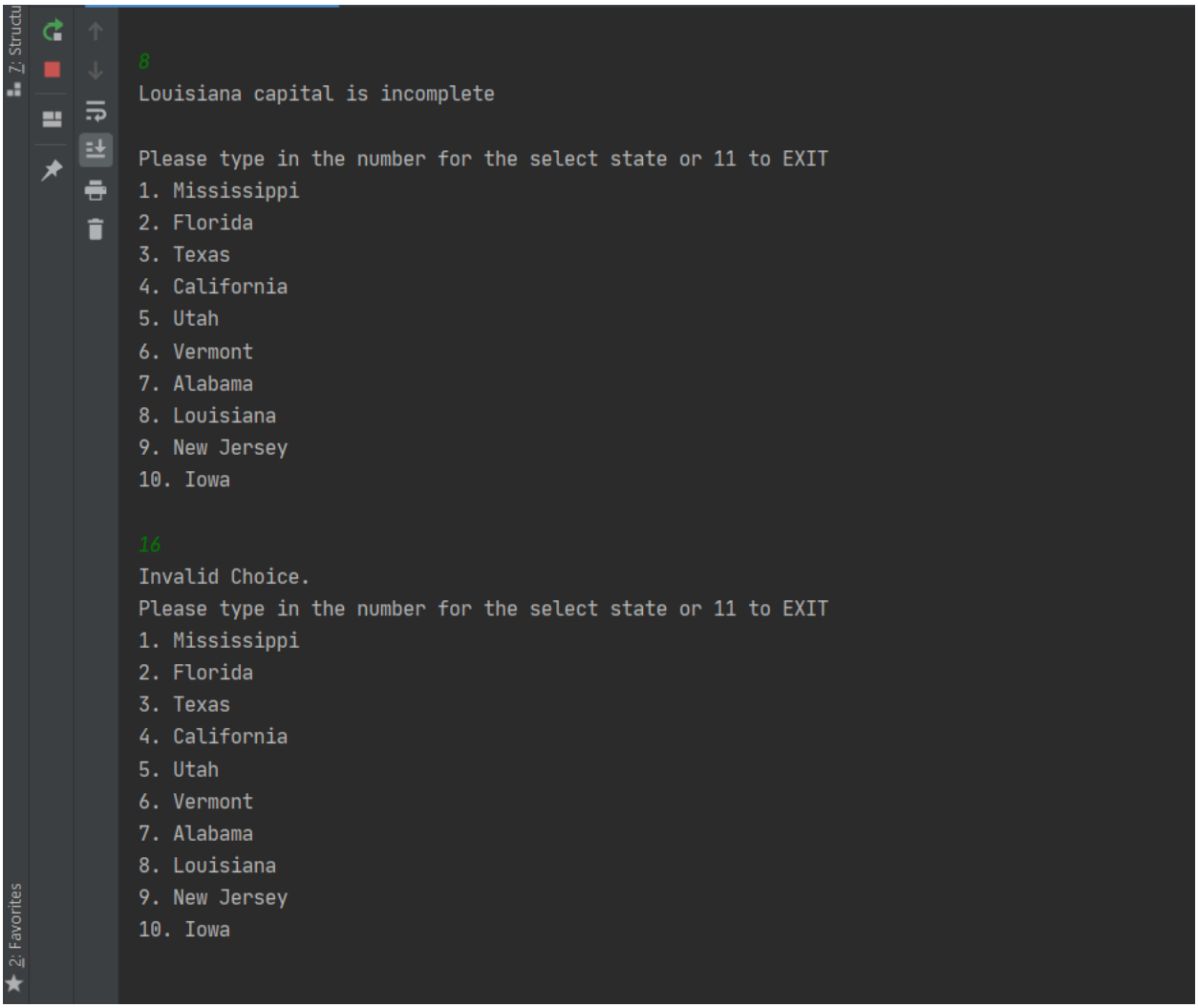
Studding is used for a framework and does not include detailed code. This type of coding is when a programmer leaves out the actual functions calls and outputs a message to remind the programmer what has not be completed. It's a good tool when making a framework of code in a team project. The print out statements will be communicated directly with the team on what is need to be completed. If it is proprerly applied it will make code more readable, formatted, and correct. Studding is a logiacal way to arragne code without worrying to much about the details. The output statements will remind the programmer or team what actions have not been taken yet.



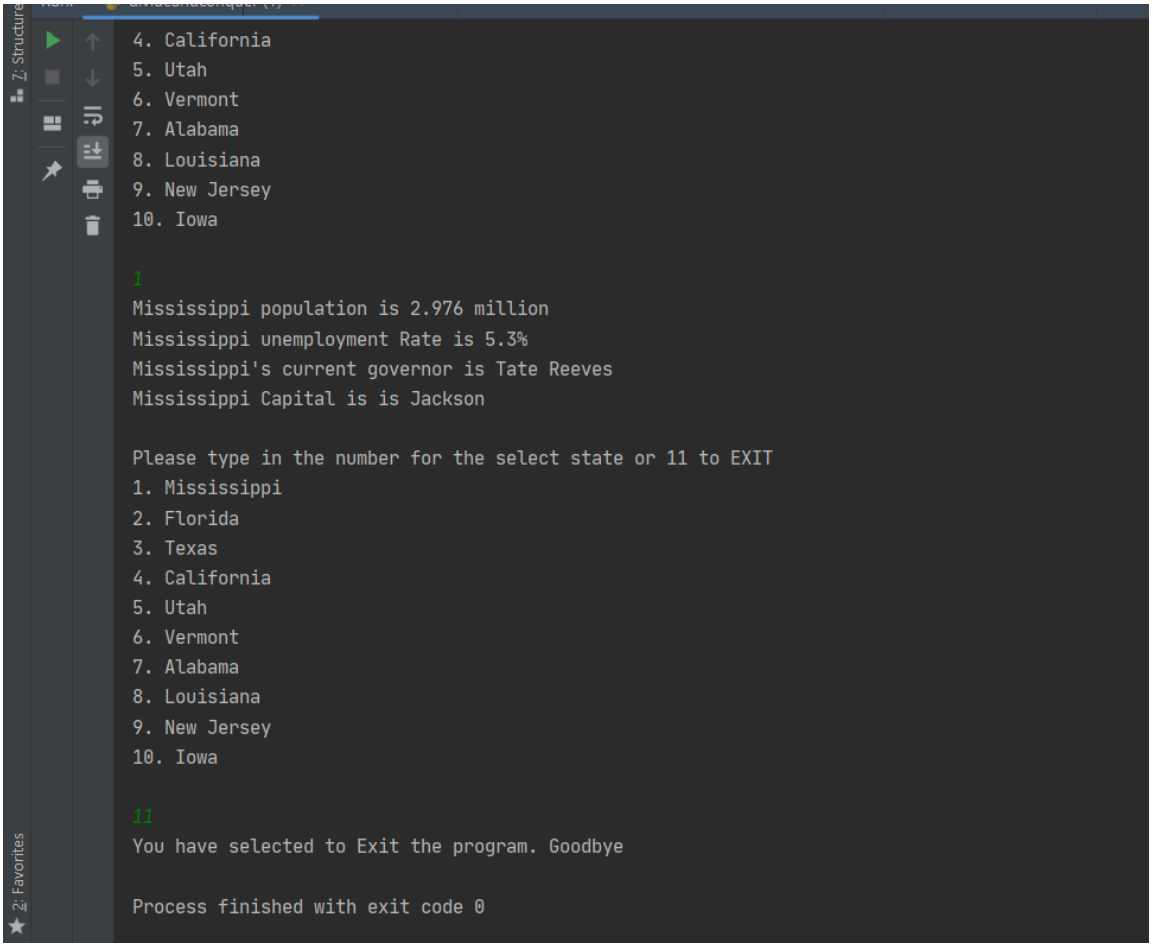
Here we have comments to communicate to the programmer or team what is expected of the code or framework. Having comments of what the code is expected to do leads to less confusion and reminder. It is always recommended to comment what a program does for teamwork or future updates. In this program the comments tell the team members what the program does and what details are giving about each state that need to be updated.



Here we show the user the choices they can select and an option to exit. The print statements inform what is not complete. For example, Florida population is incomplete, which is tell the team that functions are incomplete.



Here we invalid choice error message to the user so they will input a correct number. This practice is critical for high quality code since you do not want user to input whatever they want or allow the program to get stuck in an infinite loop.



Here is an example on how the program's output should look after all functions are completed by the team or the programmer and an exit statement.