1. Import all necessary libraries

2. Declare class question1

a. Define myMethod() function

- Display the company logo

- Declare variables plan, minutes, extraMinutes, and cost

- Prompt the user for the plan type (premium or standard)

- Read and store the plan input

- Prompt the user for the number of minutes used

- Read and store the minutes input

- Check if the plan is "standard" or "Standard"

- If yes:

- Calculate extraMinutes as minutes % 60

- Calculate cost as 10 + (extraMinutes \* 0.40)

- Display the cost of the plan for the month

- If no, check if the plan is "premium" or "Premium"

- If yes:

- Calculate extraMinutes as minutes % 75

- Calculate cost as 25 + (extraMinutes \* 0.10)

- Display the cost of the plan for the month

- If no, display an error message for an invalid plan option

b. End myMethod()

3. Declare class question2

a. Define myMethod() function

- Display the restaurant logo

- Declare variables cash, t1, t2, t3, tt1, tt2, tt3, and rating

- Prompt the user for the bill amount

- Read and store the cash input

- Prompt the user to rate their experience (1, 2, or 3)

- Read and store the rating input

- Calculate tips (t1, t2, t3) and total amounts (tt1, tt2, tt3) based on the rating

- Display the bill amount, tip, and total after tax and tip

- If the rating is not 1, 2, or 3, display an error message

b. End myMethod()

4. Define the main() function

- Declare a variable question

- Prompt the user to choose a question (1 or 2)

- Read and store the user's choice in the question variable

- If the user chooses question 1:

- Create an object of class question1 (myObj)

- Call the myMethod() function on myObj

- If the user chooses question 2:

- Create an object of class question2 (myObj)

- Call the myMethod() function on myObj

5. End main()

6. End