# Program 2 algorithm

Import random module

Initialize Keep\_playing to True

While Keep\_playing is true

Budget is 5

Cup\_cost is .5

For day in range from 1 to 10

Temp is random.randint from 70 to 100

If random.randint from 1 to 10 is 1

Rain is True

Say it is temp degrees and it is raining

Else

Say it is temp degrees and isn’t raining

Price is 0

Cups is 0

While price is 0

Ask how much you want to charge per cup and assign it to price

If price is less than 0

Say you have to charge zero or more

While cups\*cup\_cost is greater than budget

While cups is 0

Ask how many cups they want to make and assign it to cups

If cups is less than 0

Say you have to make zero or more cups

If cup\_cost\*cups is greater than budget

Say you cant make more cups than you have money to make

While cups is 0

Ask how many cups they want to make and assign it to cups

If cups is less than 0

Say you have to make zero or more cups

Max\_customers is temp-70\*.5/price

If raining

Max\_customers is max\_customers times one half

Customers is random.randint from 0 to max\_customers

Cups\_sold is customers minus the difference between customers and cups

Budget is budget minus the difference of price times cups\_sold minus the product of cups and cup\_cost

Say you sold cups\_sold and earned customers times cups\_sold and you have budget dollars left

Ask if they want to continue and assign to continue

If continue is y or yes

Keep\_playing is True

Elif continue is n or no

Keep\_playing is False

Else

Ask if they want to continue y or n