- 1. Start
- 2. Show a Welcome message to the user
- 3. 0 <- result
- 4. "" <- letter
- 5. Start the loop
 - a. Read the letter value that will be used to determine what kind of operation to calculate
 - b. If the letter is "X":
 - i. display "Thanks for using my calculator. Goodbye!"
 - ii. End the loop (go to step 6)
 - c. If the letter is "B":
 - i. display "Enter the first number: "
 - ii. Read the first number <- num1
 - iii. display "Enter an operation (+, -, *, /, %, ^): "
 - iv. Read the operator <- operator
 - v. display "Enter the second number: "
 - vi. Read the second number <- num2
 - vii. If the operator is "/":
 - 1. num1/num2 <- result
 - 2. display "The result is: " + result
 - viii. If the operator is "+":
 - 1. num1 + num2 <- result
 - 2. display "The result is: " + result
 - ix. Else if the operator is "-":
 - 1. num1 num2 <- result
 - 2. display "The result is: " + result
 - x. Else if the operator is "*":
 - 1. Num1 * num2 <- result
 - 2. Display "The result is: " + result
 - xi. If the operator is "^":
 - 1. num1 ^ num2 <- result
 - 2. display "The result is: " + result
 - xii. If the operator is "%":
 - 1. num1 % num2 <- result
 - 2. display "The result is: " + result
 - xiii. else:
 - 1. display "Wrong operator. Please try again."
 - d. Else:
 - i. Display "Sorry, at this time I don't have enough knowledge to serve you in this category"
 - e. Display "Please select your option (B, U, A, E, V, X): "
 - f. Go back to the start of the loop (go to step 5)
- 6. End of loop
- 7. End