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CMSC 203

Assignment #2 Design

Prof. Eivazi

Thursday, February 20, 2020

Pseudocode

1. Determine what you have already, go through the Toy class. Establish the UML to walk you through the process.
2. Start writing the birthday class, create the variables needed (whether or local)
3. Prompt the user for the name, the age and the preferred toy for the kid.
4. Read in the and store them in the movie object.
5. Create a loop if the toy if appropriate, if not, go on.
6. Ask the user if they want a balloon or a card
7. Ask the user if they want to execute the operation again
8. Attribute a random order number to the user as well as their total cost and display the name of the programmer.

UML:

|  |
| --- |
| Toy |
| -toy: String  -cost: double  -age: int |
| * +Toy() * + Toy(t: String, a: int) * +getToy(t: String):String * +setToy():void * +getCost(t: String):String * +setCost():void * +setAge():void * +getAge(a: int):int * + ageOK(): boolean * + addBalloon(s: String): void |

Sample Test Case

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| NAME | AGE | TOY | MESSAGES | CARD | BALLOON | COST/TOTAL |
| Tony Evans | 2 | Blocks  plushie | Error  none | no | yes | $25.00  +$6.00 |
| Misty Johnson | 7 | Book | none | no | no | $15.00 |
|  |  |  |  |  |  | $46.00 |
| Adelaide Beaujean | 7 | Book | none | yes | no | $15.00  + 2.95$ |
|  |  |  |  |  |  | $17.95 |
| Zola Mayala | 4 | Book | none | no | yes | $15.00  + $6.00 |
| Mak Mayala | 3 | Blocks | none | no | yes | $20.00  + $6.00 |
|  |  |  |  |  |  | $47.00 |
| Priya Vidhaya | 6 | Blocks | error | no | no | $20.00 |
| Salim Vidhaya | 6 | Blocks | error | no | no | $20.00 |
| Arjun Vidhaya | 3 | Plushie | error | no | no | $25.00 |
|  |  |  |  |  |  | $65.00 |