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// Attached: HW_1A(a,e) // File: HW_1A.pdf //
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===== // // Programmer: Moe Mogasemi // Class: CS1B // Instructor: Med Mogasemi // //
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===== // Program: Average Temperature Calculator //
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===== // Description: // This program calculates the average temperature of three cities based on // user
input. It takes the temperatures, computes the average, and displays it // to the user. //
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#include #include

using namespace std;

// Function prototypes double getSalesAmt(double& ); double calcCommission(double& ); double
calcPay(double&); void displayPay(double& salesAmt, double& commission, const double& basePay, double&
pay);

// ---- main ----- // This is the main function where the
program starts. It declares variables // for sales amount, commission, base pay, and total pay. It then calls the
// respective functions to calculate and display the results. // -----
----- int main(void){

    // Declaring variables
    double salesAmt = 0.0;
    double commission = 0.0;
    double pay = 0.0;
    const double BASE_PAY = 2500.00;

    // Get the sales amount from the user
    getSalesAmt(salesAmt);

    // Calculate the commission based on the sales amount
    commission = calcCommission(salesAmt);

    // Calculate the total pay (base pay + commission)
    pay = calcPay(commission);

    // Display the sales amount, commission, base pay, and total pay
    displayPay(salesAmt, commission, BASE_PAY, pay);

} // end of main

// ==== getSalesAmt
===== // This function
prompts the user to input their monthly sales amount. It // returns the sales amount to the main function. //
// Input: // salesAmt - Reference variable to store the user-provided sales amount. // // Output: // Returns the
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user-provided sales amount. //

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===== double getSalesAmt(double& salesAmt){ cout << "Enter monthly sales amount: "; cin >> salesAmt;
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    return salesAmt;
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} // end of getSalesAmt
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// ==== calcCommission
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===== // This function
calculates the commission based on the sales amount. It uses // a tiered system: // - 2% commission for sales
over $50,000 // - 1.5% commission for sales over $25,000 but less than or equal to $50,000 // - No
commission for sales $25,000 or below. // // Input: // salesAmt - The sales amount provided by the user. // //
Output: // Returns the calculated commission. //
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===== double calcCommission(double& salesAmt){ double commission = 0.0;
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    // Commission is 2% of the sales amount
    if (salesAmt > 50000){
        commission = salesAmt * 0.02;
    // Commission is 1.5% of the sales amount
    } else if (salesAmt > 25000){
        commission = salesAmt * 0.015;
    }
}
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    // Commission is None
    return commission;
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} // end of calcCommission
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// ==== calcPay
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===== // This
function calculates the total pay by adding the base pay to the // commission. // // Input: // commission - The
commission calculated based on sales amount. // // Output: // Returns the total pay (base pay + commission).
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===== double calcPay(double& commission){ const double BASE_PAY = 2500.00; double pay = 0.0;
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    pay = BASE_PAY + commission;
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    return pay;
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} // end of calcPay
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// ==== displayPay
===== // This function
displays the sales amount, commission, base pay, and total pay // to the user in a formatted output. // //
Input: // salesAmt - The sales amount provided by the user. // commission - The calculated commission based
on sales amount. // basePay - The base pay (constant value). // pay - The total pay (base pay + commission).
// // Output: // Prints the details to the console. //
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===== void displayPay(double& salesAmt, double& commission, const double& basePay, double& pay){
cout << fixed << setprecision(2); cout << "Monthly Sales: " << salesAmt << endl; cout << "Commission: " <<
commission << endl; cout << "Base Pay: " << basePay << endl; cout << "Total Pay: " << pay << endl; } // end
of displayPay

/* ===== Output
===== Enter monthly sales amount: 60000 Monthly Sales:
60000.00 Commission: 1200.00 Base Pay: 2500.00 Total Pay: 3700.00 Press any key to close this window . . . */
```