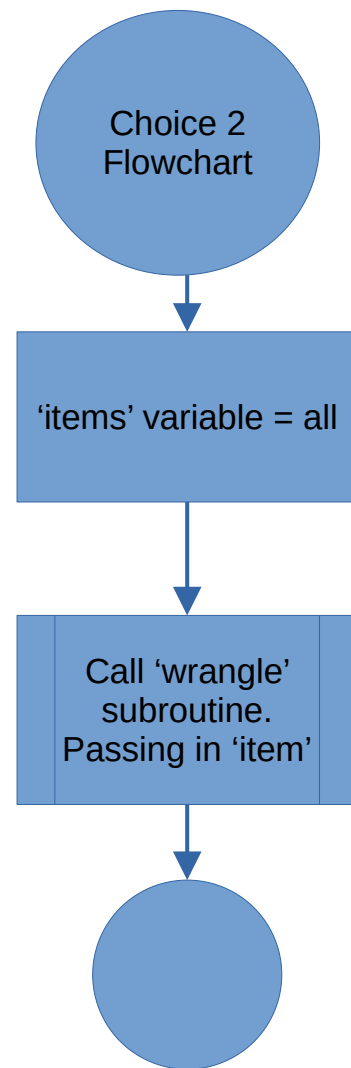
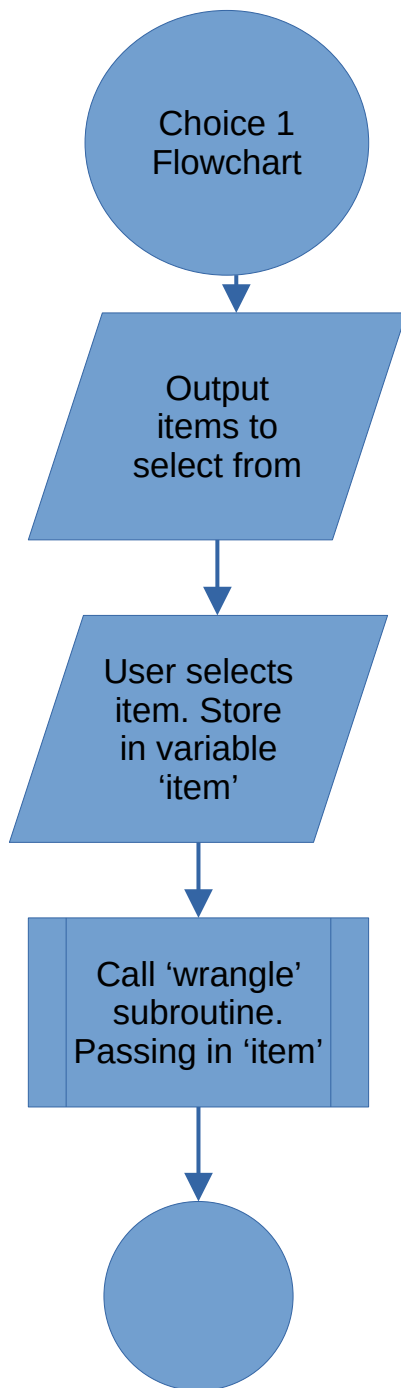
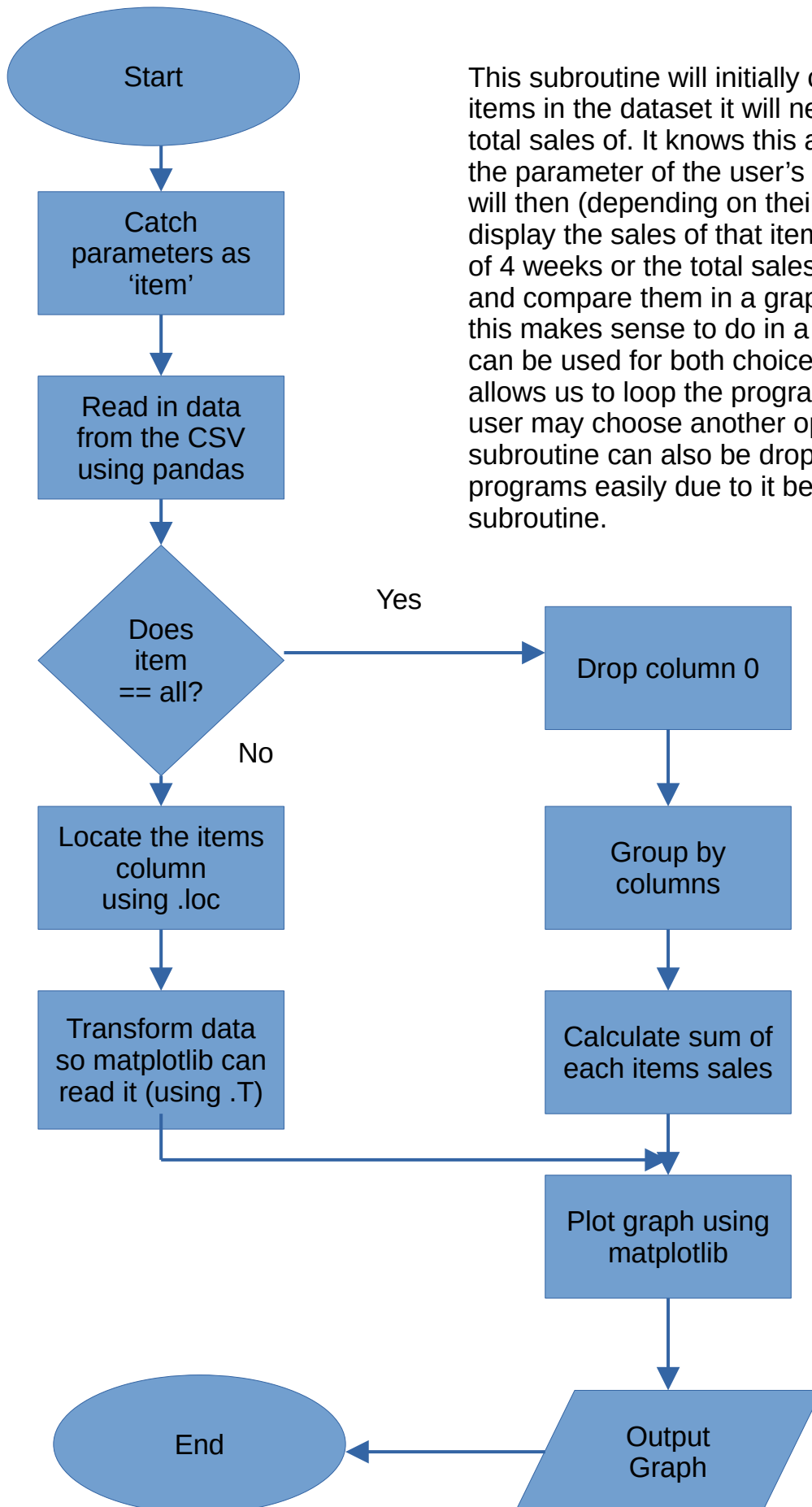


When creating variables, developers should follow naming conventions and make it clear what each variable is used for. That is why our variable for what option our user chooses, is called choice. It is also important for robustness to be built in to our programs which is why this flowchart demonstrates that it will loop until choice 3 is selected. Meaning you can use it multiple times without having to re run it. We also import our libraries at the beginning of our program as they might be used within our subroutines. Meaning the syntax is needed.



The users choice determines what gets passed into the parameters of the subroutine. Meaning if they chose choice 2, all items must be searched but choice 1 means they select only 1 item.

Wrangle subroutine



This subroutine will initially check what items in the dataset it will need to collect total sales of. It knows this as we passed the parameter of the user's item choice. It will then (depending on their choice) either display the sales of that item over a period of 4 weeks or the total sales of all 4 items and compare them in a graph. The reason this makes sense to do in a subroutine is it can be used for both choice 1 and 2, and allows us to loop the program again so the user may choose another option. This subroutine can also be dropped into other programs easily due to it being a subroutine.