# Answers to Questions from TT1.2

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1. **Desk Check Task: Calculate Bill Total**

## Required Variables:

## ***Real (floating point):***

## ***appetizer\_price, main\_price, dessert\_price***

## ***total\_price***

## Pseudocode:

## ***Read the value of*** *appetizer\_price*

## ***Read the value of*** *main\_price*

## ***Read the value of*** *dessert\_price*

## *total\_price = appetizer\_price + main\_price + dessert\_price*

## ***Print ‘$’ then the value of*** *total\_price* ***to the terminal showing two decimal places.***

## Test Data:

|  |  |  |
| --- | --- | --- |
|  | First data set | Second data set |
| *appetizer\_price* | 10.30 | 12.40 |
| *main\_price* | 34.00 | 41.00 |
| *dessert\_price* | 8.50 | 9.80 |

## Expected Result:

|  |  |  |
| --- | --- | --- |
|  | First data set | Second data set |
| *Output:* | $52.80 | $63.20 |

## Desk check - fill this in by completing the missing code in **bill\_total.rb** (in the tasks Resources folder) then running it with the test data above:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | Statement | *appetizer**\_price* | *main**\_price* | *dessert**\_price* | *total**\_price* | *output* |
| ***First Pass*** | ***Read the value of*** *appetizer\_price* | 10.30 |  |  |  |  |
| ***Read the value of*** *main\_price* |  | 34.00 |  |  |  |
| ***Read the value of*** *dessert\_price* |  |  | 8.50 |  |  |
| ***Calculate the*** *total\_price* |  |  |  | 52.80 |  |
| ***Convert to dollars*** |  |  |  |  | $ |
| ***Output the*** *total\_price* |  |  |  |  | $52.80 |
| ***Second Pass*** | ***Read the value of*** *appetizer\_price* | 12.40 |  |  |  |  |
| ***Read the value of*** *main\_price* |  | 41.00 |  |  |  |
| ***Read the value of*** *dessert\_price* |  |  | 9.80 |  |  |
| ***Calculate the*** *total\_price* |  |  |  | 63.20 |  |
| ***Convert to dollars*** |  |  |  |  | $ |
| ***Output the*** *total\_price* |  |  |  |  | $63.20 |

1. **Short Answer Questions:**

**Focus in the following on using the correct computing terminology.**

Here are some terms that may help you: Assignment, evaluate, increment,

## Using a few sentences explain why it may be important to execute statements in the correct sequence. (eg: what might happen if the last statement in Program 2 was executed earlier)

The output might be different, and wrong. Eg: If the last statement in Program 1.2 was executed earlier, the total price number and the symbol “$” would be in two separated lines.

## 2: The code **main\_price = 10** is an example of which kind of programming statement?

This is an assignment statement. (The value of the variable “main\_price” will be 10)

## 3: What **actions** does the computer perform when it executes **a = a + b**?

The computer first adds the values of variable a and variable b, then assigns the result to variable a.

## 4: How would the value of variable i change in the statement **i = i + 1**?

The value of i will increase by 1.

## 5: ***What sort of types*** ***will Ruby use to store the following variables*** (given the associated variable values)?

|  |  |  |
| --- | --- | --- |
|  | **Data** | **Type** |
|  | A person's name e.g: “Fred Smith” | String |
|  | Number of students in a class e.g: 23 | Integer |
|  | Average age of a group of people e.g: 23.5 | Float |
|  | A temperature in Celsius e.g: 45.7 | Float |
|  | True or false e.g: 1 == 2 | Boolean |

Note: possible types include: Integer, String, Float, Boolean

## 6: ***Variables have a scope – what are two different scopes variables can have in Ruby?***

They are local variables and global variables.

* Global variables are accessible from anywhere in the program, regardless of where they are declared. Global variable names are prefixed with a dollar sign ($)
* Local variables are local to the code construct in which they are declared. Local variable names must begin with either an underscore or a lower case letter.

*See the lesson materials for help with Question 6. You could also see:*

[*https://www.tutorialspoint.com/ruby/ruby\_variables.htm*](https://www.tutorialspoint.com/ruby/ruby_variables.htm)