LAB 4 – DESIGN

1. User messages
   1. Welcome message
   2. Instructions for use
2. Input distance and time
   1. Receive input as double variables
3. Compute travel speed
   1. Compute time for stops
      1. (5 \* (distance / 100)) / 60)
      2. Round up (distance / 100)
   2. Compute time for travel
      1. Time input - calculated time stop
   3. Compute speed
      1. Distance / calculated time for travel
4. Display Result
   1. Display speed
   2. Display speeding
      1. True (speed > 65)
      2. False (speed <= 65)