|  |  |  |
| --- | --- | --- |
| INPUT | PROCESSING | OUTPUT |
| Area of the lawn to be mowed | Compute charge for mowing once the lawn by multiplying by 10 cents  Compute the charge for the entire season of mowing the lawn by multiplying the once charge by 15 | The amount to charge customers for mowing their lawns for an entire season |

**Algorithm**

1.get the area of the customers lawn (assign areaLawn)

2. get the amount to charge the customer to mow the lawn once

By multiply the area of the lawn by 10 cents (assign chargeOnce= areaLawn\*0.10)

3. get the amount charge to charge the customer for mowing their lawns for entire season by multiplying the charge for the lawn to mow once by 15 (assign chargeEntireSeason = chargeOnce \*15)

4.return the amount to charge the customers for mowing their lawn for entire season

2.

|  |  |  |
| --- | --- | --- |
| INPUT | PROCESSING | OUTPUT |
| 1.number of regular hours  2. number of overtime hours  3.hourly wage | 1.Compute regular hours wage multiply number regular hours by hourly wage  2.compute overtime hours wage multiplying number of overtime hours by hourlywage times 1.5  3.compute gross by adding regular hours wage and over time hours wage  4.compute tax to be deducted by multiplying gross by 15%  5. an employee’s after tax pay by subtracting tax to be deducted from gross | An employee’s after tax pay |

**ALGORITHM**

1.get regular hours, over time hours and hourly wage

2.compute regular hours pay by multiplying regular hours by hourly wage (assign regularHoursPay= numberRegularHours\*hourlyWage)

3.compute over time hours pay by multiplying over time hours by hourly wage times 1.5 (assign overTimePay= overTimeHours\*hourlyWage\*1.5)

4.compute gross pay by adding regular hours pay and over time hours pay (grossPay=regularHoursPay+overTimePay)

5.compute tax to be deducted by multiplying gross pay by 15% (tax=grossPay\*15/100)

6.compute An employee’s after tax pay by subtracting tax to be deducted from gross pay (emplAfterTaxPay=grossPay-tax)

3. c. sequence

d. selection

e. repetition

f. try, catch, and throw