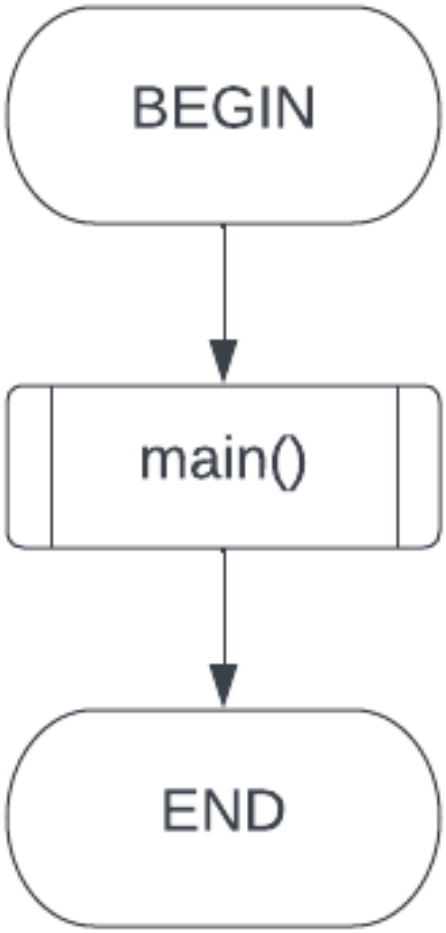
SID: 530488477

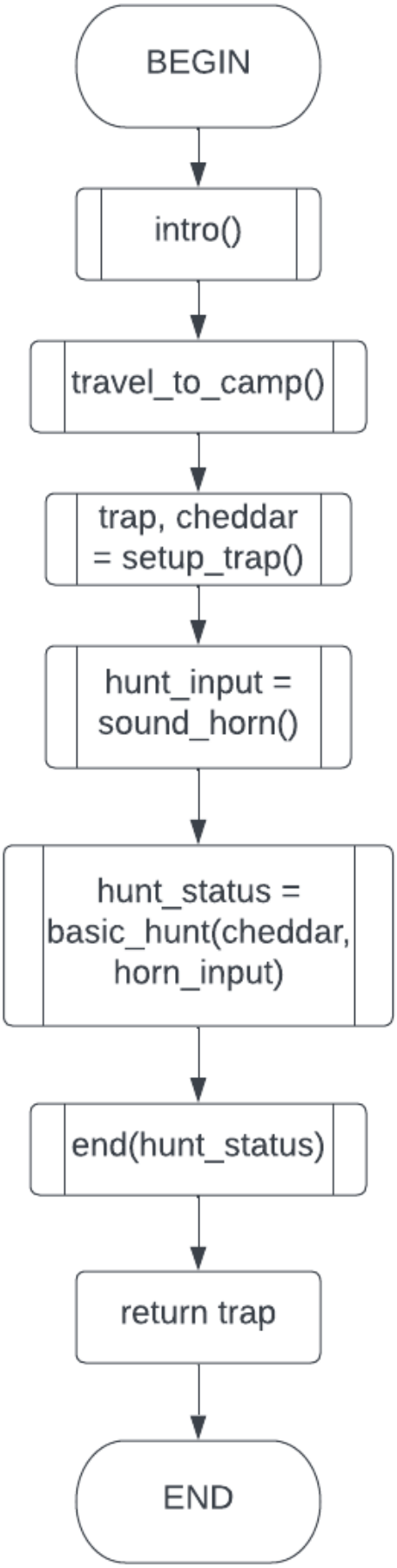
INFO1110 Assignment 1- Flowcharts

q4.py (Q4)

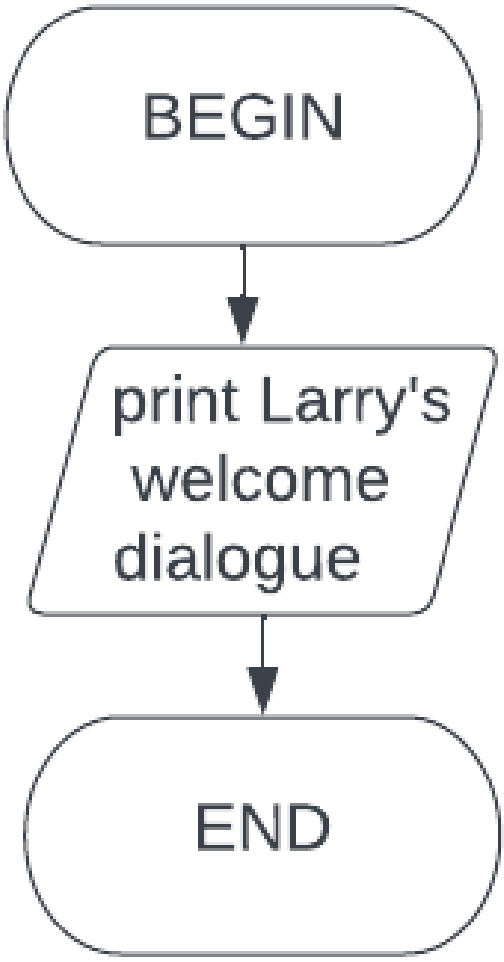
main program (q4.py)



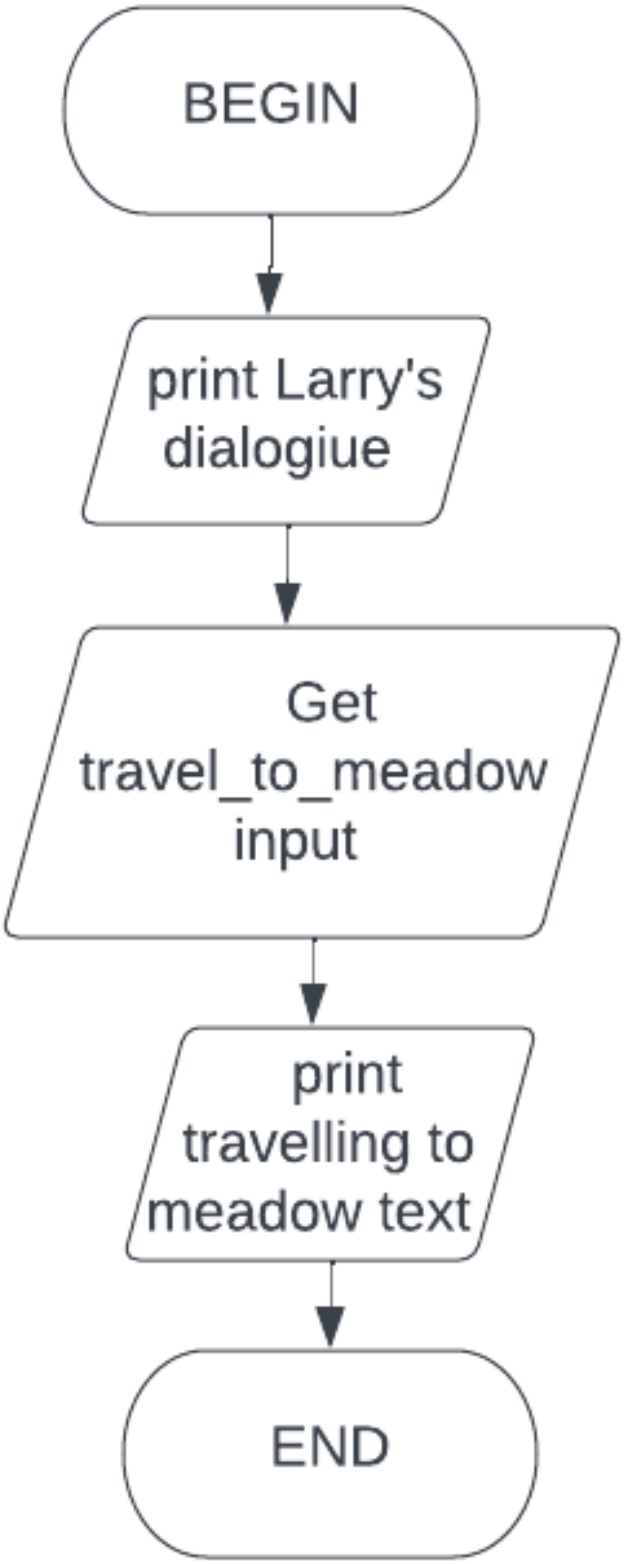
main(): (q4.py)


BEGIN
intro()
travel_to_camp()
trap, cheddar = setup_trap()
hunt_input = sound_horn()
hunt_status = basic_hunt(cheddar, horn_input)
end(hunt_status)
return trap
END

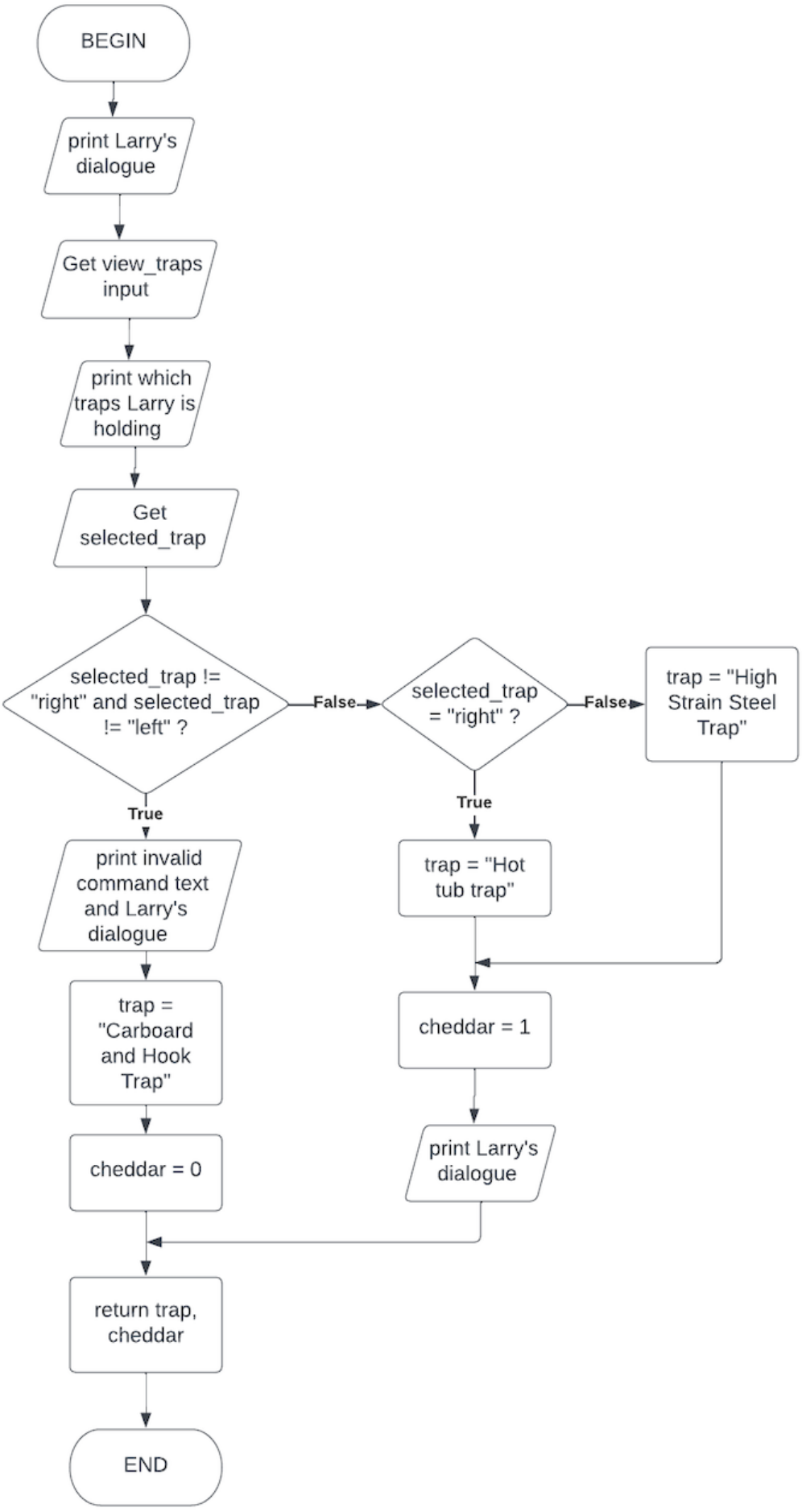
intro(): (q4.py)



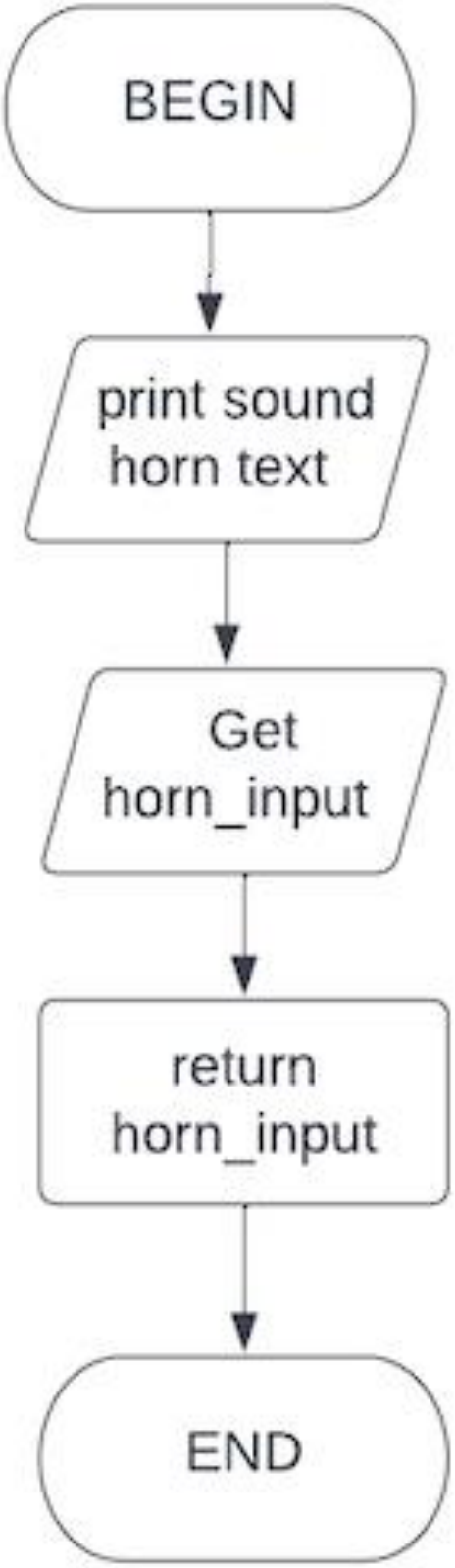
travel_to_camp():
(q4.py)



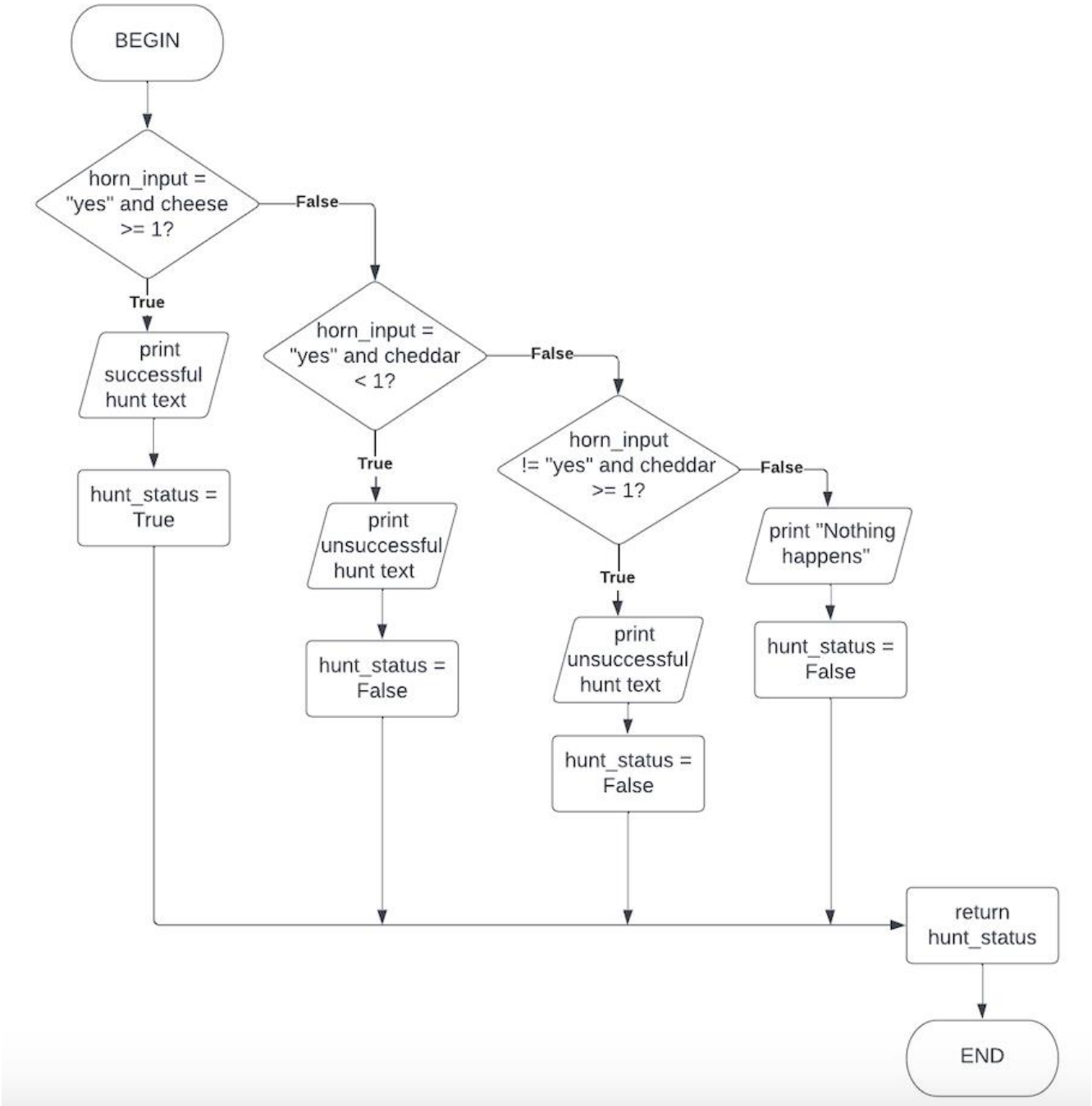
setup_trap(): (q4.py)



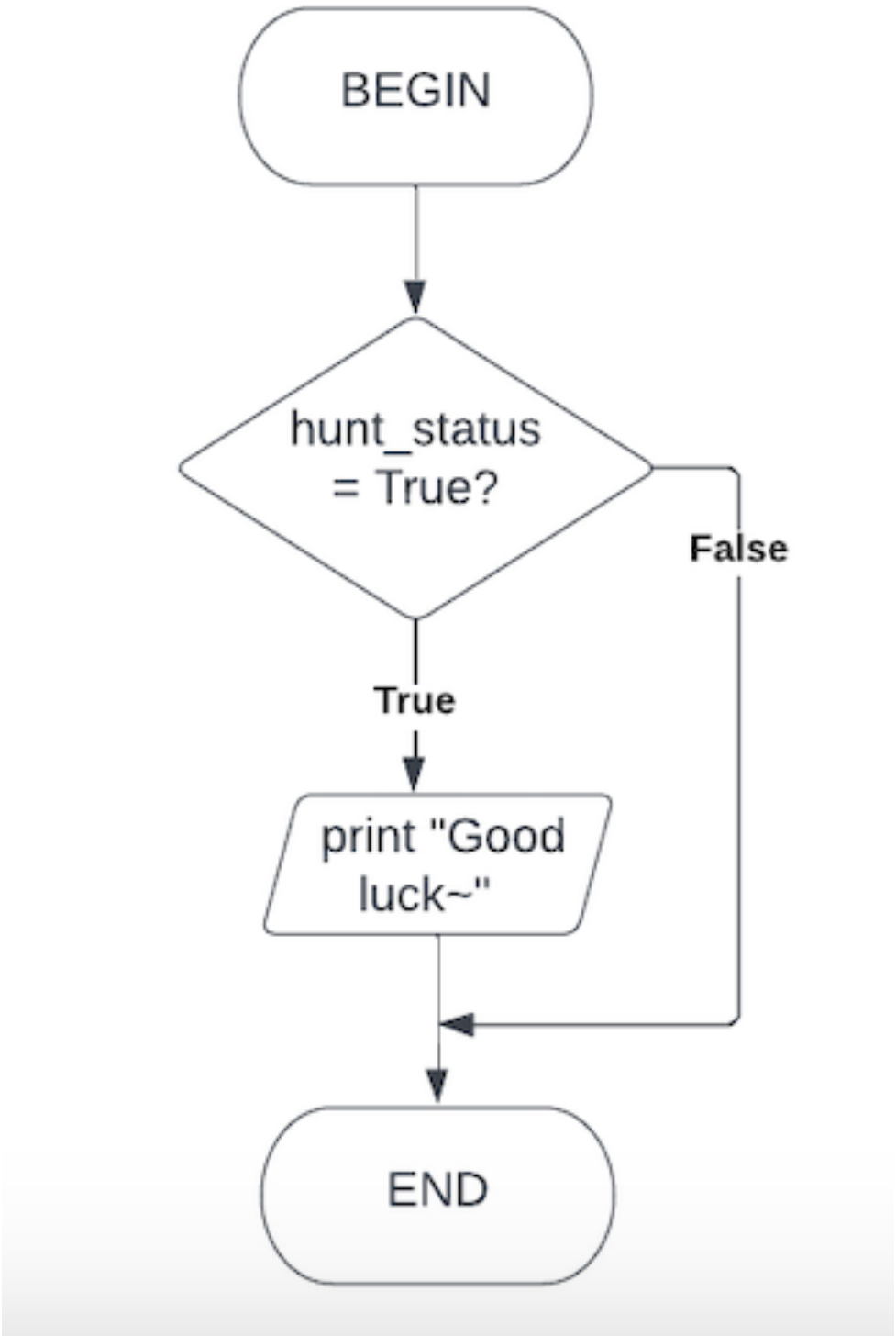
sound_horn(): (q4.py)



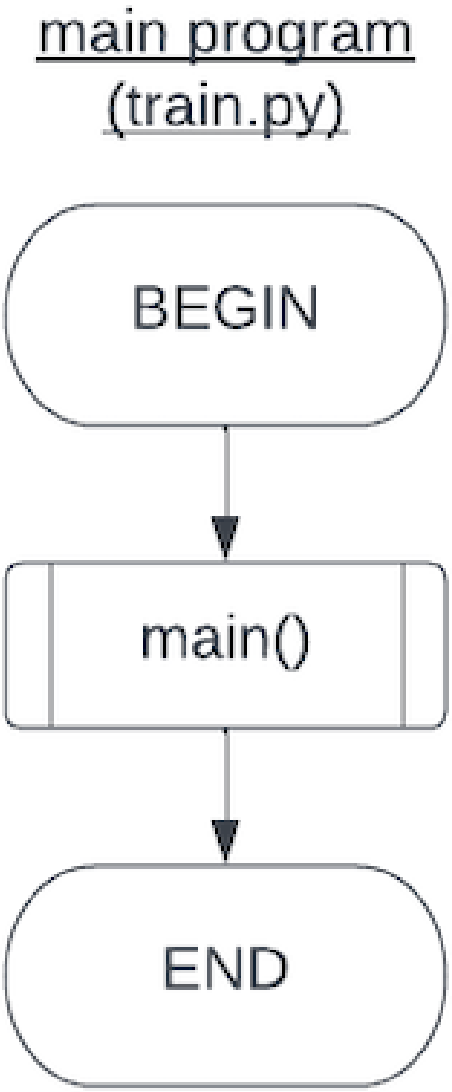
basic_hunt(cheddar, horn_input): (q4.py)



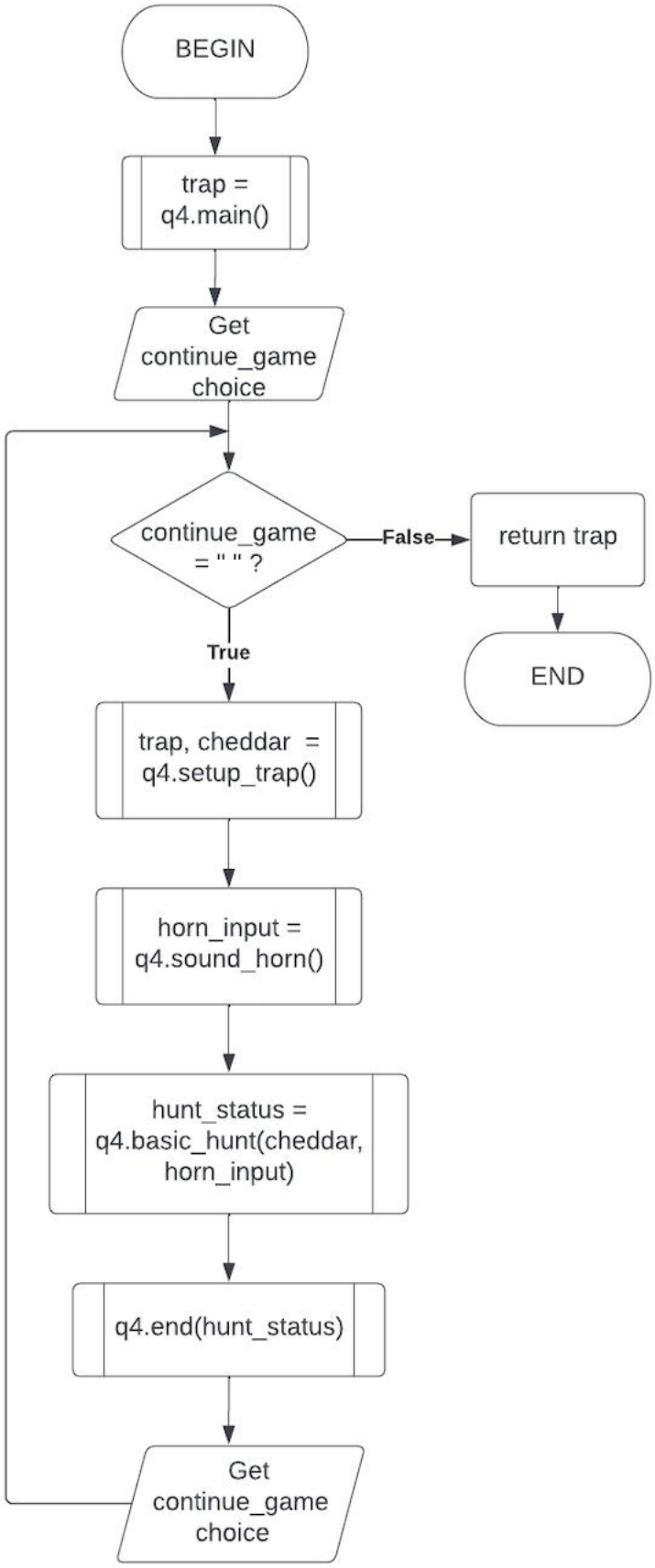
end(hunt_status):
(q4.py)



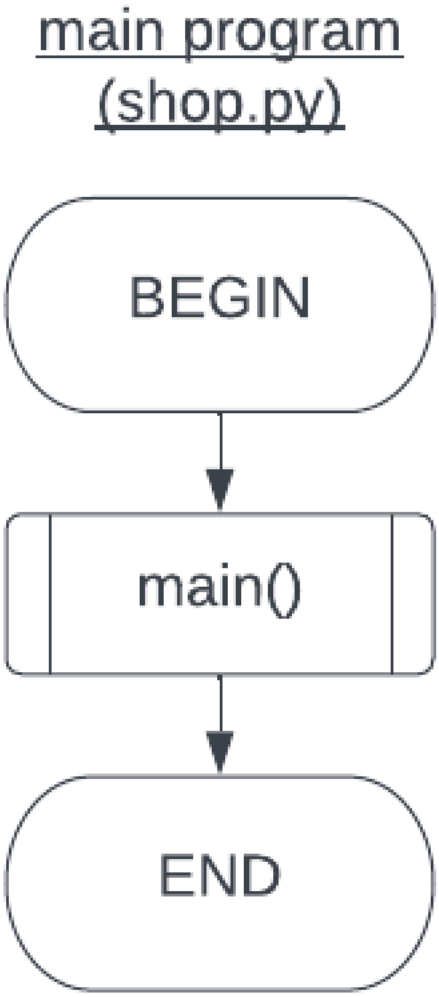
train.py (Q5)



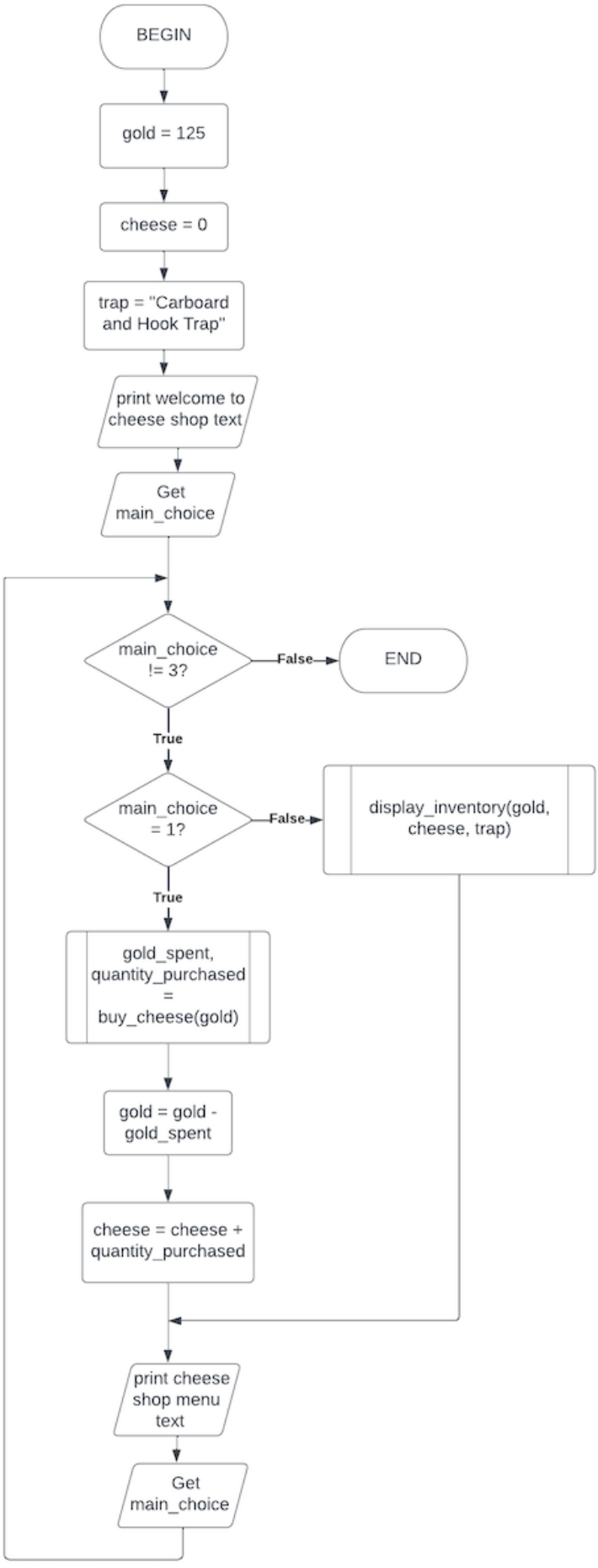
main(): (train.py)

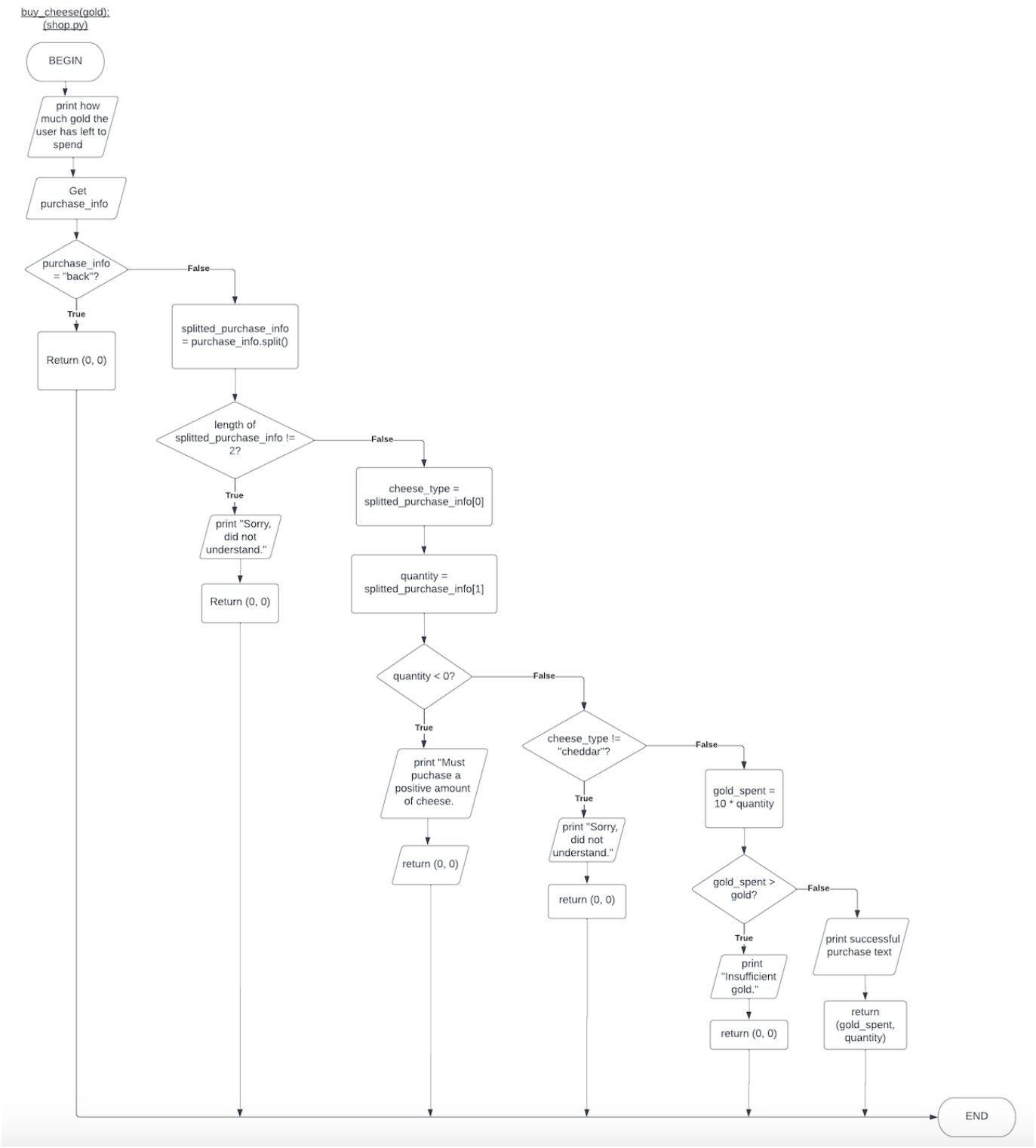
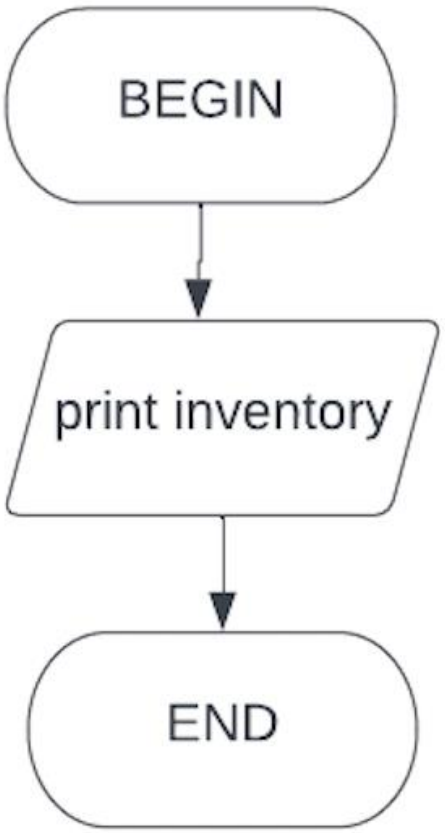


shop.py (Q6)



main(): (shop.py)


BEGIN
gold = 125
cheese = 0
trap = "Carboard and Hook Trap"
print welcome to cheese shop text
Get main_choice
main_choice != 3?
False
END
True
main_choice = 1?
False
display_inventory(gold, cheese, trap)
True
gold_spent, quantity_purchased = buy_cheese(gold)
gold = gold - gold_spent
cheese = cheese + quantity_purchased
print cheese shop menu text
Get main_choice


buy_cheese(gold):
(shop.py)
BEGIN
print how much gold the user has left to spend
Get purchase_info
purchase_info = "back"?
False
True
Return (0, 0)
splitted_purchase_info = purchase_info.split()
length of splitted_purchase_info != 2?
False
True
print "Sorry, did not understand."
Return (0, 0)
cheese_type = splitted_purchase_info[0]
quantity = splitted_purchase_info[1]
quantity < 0?
False
True
print "Must puchase a positive amount of cheese.
return (0, 0)
cheese_type != "cheddar"?
False
True
print "Sorry, did not understand."
return (0, 0)
gold_spent = 10 * quantity
gold_spent > gold?
False
True
print "Insufficient gold."
return (0, 0)
print successful purchase text
return (gold_spent, quantity)
END

display_inventory(gold, cheese, trap):
(shop.py)