Python program Pseudocode

Main:

1. Greet user with the name of the store and explain what the program does.
2. Create an instance of the class (Store)
   1. Store class should have majority of the features of the program.
3. Once finished with Store, ask user if they would like to make another purchase.
   1. If yes, then create a new instance of the class (Store) and repeat.
   2. If no, then dismiss and end program.

Class (Store) module:

1. Have a global list for the products offered
   1. Should include name of product and price.
   2. Product\_list
      1. Guitar – 199.99
      2. Keyboard – 150
      3. Drums – 300
      4. Guitar strings – 8
      5. Lessons - 100
      6. Ect.
2. Make a main class named Store for Guitar center
   1. (\_\_init\_\_) Store class should have attributes such as:
      1. products - the products chosen by the user
      2. cost – this will provide the total of the purchase
      3. choice – this will be used to collect the choice of products of the user.
      4. Call the next method to display the list for user.
   2. (Method1) Make a method that shows the list of products and asks for user to select.
      1. Print out the list of products for the user to choose from.
      2. Collect user inputs and store inputs into a (attribute) products array.
         1. Use a while loop to collect user inputs and have the sentinel stop the loop (collection of user products) when user is done selecting.
         2. Have an error check feature that collects only inputs within the list.
            1. Invalid entries are asked to try again
         3. 0 ends loop and moves onto the next step
      3. Call delivery method to set delivery date
   3. (Method2) make a method that sets up a delivery date for user.
      1. Tell user today’s date and to choose a date after today’s date
      2. Ask user to enter a month that is after the current month.
      3. Ask user to enter a day that is after the current day.
      4. Year is fixed to current year.
      5. Tell user their delivery date is set for the following date they entered.
      6. Call a method to print the total of the purchase.
   4. (Method3) This method should collect the sum of the products chosen by the user and print them with the total cost.
      1. Use a for loop to loop through the user’s product list
         1. This will print each item and its price
         2. This will collect the total cost of the purchase.
      2. Total cost of the purchase should be displayed after the for loop.
   5. End of class
3. Create a function that asks the user if they would like to make another purchase.
   1. If answer is yes, then return to main and create a new purchase
   2. If answer is no, then dismiss and end program
   3. If answer is invalid, repeat this function again.