**a.**

I did not encounter any major obstacles while developing this program. The only obstacle was a minor bug in my code for calculating the royalty depending on the number of units sent that I discovered when comparing my program’s output to the output of the royalty calculator. I was able to find the bug relatively quickly and fix the problem. The program ran correctly after that, and I did not find any more bugs or encounter further problems.

**b.**

Fewer than 400 units sent, premium item (200, Cretaceous World, 10.50, y)

Fewer than 400 units sent, not a premium item (200, Cretaceous World, 10.50, n)

Between 400 and 1200 units sent, premium item (800, Cretaceous World, 10.50, y)

Between 400 and 1200 units sent, not a premium item (800, Cretaceous World, 10.50, n)

Over 1200 units sent, premium item (1500, Cretaceous World, 10.50, y)

Over 1200 units sent, premium item (1500, Cretaceous World, 10.50, n)

Negative units sent (-200)

Empty string for title (200, “”)

Negative base price (200, Cretaceous World, -10.50)

Improper entry for premium status (200, Cretaceous World, 10.50, Yes)