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Csmc 203

Professor Alexander

Assignment 2 Pseudocode and Test tables

// Begin by displaying a welcome message to the user in a dialog box, welcoming them to the toy company.

// Ask the user to enter the name of the child.

// Ask the user to enter the age of the child

// Ask the user to choose either a plushie, block, or book.

// Ask the user if they want a card with the gift.

// Ask the user if they want a balloon with the gift.

// Ask the user if they want another toy. The process restarts from entering the name of the child if yes is chosen. If no is chosen, the program continues.

// Output the name, age and toy of the children and the cost for each purchase.

// Output the total cost along with the order number of the purchase.

// Programmer’s name is outputted to the screen

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| **Test Case #** | **Input** | **Actual Input** | **Expected Output** | **Actual Output** | **Did the test pass?** |
| 1 Name:Joe Smith, age 3, plushie | Name:Joe Smith, age 3, blocks |  | The total gift for joe smith 3 years old is blocks $20.00. | The total gift for joe smith 3 years old is blocks $20.00. Total cost 20.00$ order id:45733 | Yes |
| 2 | Name: Arianne Johnson, age 2, plushie |  | The total gift for Arianne Johnson 5 years is plushie 25.00$ | The total gift for Arianne Johnson 5 years old is plushie $25.00. Order Id: 12873 | yes |
| 3 | Name: Jonathan Goodman, age ,8,book |  | The total gift for Jonathan Goodman 8 years old is book 15.00$. | The total gift for Jonathan Goodman 8 years old is book 15.00$.Order Id: 95678 | yes |