Juhwan Lee

CS-162

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Program #3 Algorithm

When the program starts, it will first try to load "staycation.txt" file. If "staycation.txt" file exists, it will read in staycation activities with name, description, a list of materials needed, hands on requirements, and it will store it into staycation activity library. If the file does not exist, it will skip this process.

After this, it will display the user about what this program does. After brief explanation, it will ask the user if the user wants to type in staycation activities. If the user wants to type in, it will read in staycation activities from the user with name, description, a list of materials needed, hands on requirements and it will store it into staycation activity library. And at the same time, it will append it into "staycation.txt" file and if the file does not exist, it will create "staycation.txt" and it will store it into the file.

After that, it will ask the user if the user wants to search certain activity that the user wants to see its description, a list of materials needed, and hands on requirements. If the user does not want to search, it will skip this process. If the user wants to search, it will try to find staycation activity that has same name with the user input and if it finds it, it will display its name, description, a list of materials needed, and hands on requirements. And it will ask the user if the user wants to search different word again. If the user wants to search different word, it will repeat the process. If it cannot find the matching result, it will display "There is no matching result. Do you want to search different word?" and if the user wants to search different word, it will repeat the process and if the user does not want to search different word, it will move to the next process.

After searching process, it will display all the staycation activities that is stored in the staycation activity library with its name, description, a list of materials needed, and hands on requirements. And then it will ask the user if the user wants to do it again. If the user wants to do it again, it will move back to the process where it will ask the user if the user wants to type in staycation activities. If the user does not want to do it again, the program will end.