Q1

|  |  |  |
| --- | --- | --- |
| Input | Processing | Output |
| Input the total area of the customer’s lawn in square feet. | -To calculate the total charge  (charge=0)  (totalArea = 0)  -for each customer’s lawn add lawn area  (totalArea += each customer lawn area)  -Calculate the amount to charge customers  (charge = totalArea\*0.01\*15)  -return charge; | Save the total charge in the database. |

Q2

1. Get the total area of the lawn from the user.
2. Multiply the area of the lawn by 0.01 and then by 15 to get the season cost.
3. Display the season cost for the user to see.

Q3

|  |  |  |
| --- | --- | --- |
| **Input** | **processing** | **output** |
| -Regular hours  -Overtime hours  -Regular hours wage | -Multiply regular hours by regular hourly wage to get regular pay  (regPay = regHours \* regWage)  -Multiply over time hours by regular hourly wage by 1.5 to get overtime pay.  (overpay = overHours \* regWage \* 1.5)  -Add regular pay and overtime pay to get gross pay  (grossPay = regPay + overPay)  -Multiply gross pay by 0.15 to get tax.  (tax = grossPay \* 0.15)  -Subtract tax from gross pay to get net pay  (netPay = grossPay - tax) | Display employee’s net pay for users |

Q4

1. Get regular hours, overtime hours and regular hours wage from the user.
2. Multiply regular hours by regular hourly wage to get regular pay.

(regPay = regHours \* regWage)

1. Multiply over time hours by regular hourly wage by 1.5 to get overtime pay.

(overpay = overHours \* regWage \* 1.5)

1. Add regular pay and overtime pay to get gross pay

(grossPay = regPay + overPay)

1. Multiply gross pay by 0.15 to get tax.

(tax = grossPay \* 0.15)

1. Subtract tax from gross pay to get net pay

(netPay = grossPay - tax)

1. Display net pay for the user to use

Q5

* Sequence
* Selection
* repetition and
* try, catch and throw

Q6

1. Sequence: cause the computer to execute statements in the order they are written in the program, from top to bottom.
2. Selection: cause the computer to select one group of statements to execute and another group or group to skip.
3. Repetition: cause the computer to repeat a group of statements.