Maggie Mulhall
Foundations of Programming-Assignment 6

Algorithm

1. Initialize choice and item variables to zero
2. Define main function
    a. Display directions
        i. The user is making a To-Do list
    b. Prompt for the item to add the the list
        i. safe it to item variable
        ii. Don't proceed if the entered value is EXIT
    c. Prompt for the location to add the item to the list
        i. Save to choice variable
        ii. Prompt for a new choice if entered value is not 1 or 2
    d. Create an instance of the Make_deque class and feed in item and choice
        i. Set instance list attribute to an empty list
        ii. Set instance item attribute to fed in item
        iii. Set instance choice attribute to fed in choice
        iv. If chose is 1, add item to the beginning of the instances list
        v. If choice is 2, add item to the end of the instances list
    e. Repeat steps b-d until item entered is EXIT
    f. Display the list
    g. Exit the program
3. Call main function