

Maggie Mulhall

Foundations of Programming Assignment 4

1. Prompt user for width and length
 - a. Save to respective variables
 - b. Verify input is a positive integer
 - i. If input fails, keep prompting the user for new inputs until they are valid
2. Create an instance of a rectangle (self) with entered width and length
3. Calculate perimeter
 - a. Add length and width
 - b. Multiply by 2
4. Calculate area
 - a. Multiply length and width
5. Display results
 - a. Display length
 - b. Display width
 - c. Display perimeter
 - d. Display area
6. Prompt user for height
 - a. Save to variable
 - b. Verify input is a positive integer
 - i. If input fails, keep prompting the user for new input until it's valid
7. Create an instance of a parallelepiped (self) with height
 - a. Pull length and width from rectangle instance
8. Calculate volume
 - a. Multiply height, width and length
9. Display volume
10. Exit program