### **Program 1:**

|  |  |  |
| --- | --- | --- |
| Input | Processing | Output |
| Team code | Processing items: none  Algorithm:  1. User enters the desired team code  2. convert input to lowercase for easier checking  3. switch (teamcode)  4. cases for g, p, i, b that output the correct team (gators, pirates, indians, bears)  5. default case to display invalid input error message | The team name for the specified code, or an error message if no valid code is supplied |

### **Program 2:**

|  |  |  |
| --- | --- | --- |
| Input | Processing | Output |
| Room number | Processing items: none  Algorithm:  1. User enters the desired room number  2. switch (room number)  3. case 101 - 1 king size bed  4. case 102, case 103, case 104 - 2 double beds  5. case 201, case 202 - 1 queen bed  6. case 203 - 1 double bed & 1 sofa bed  7. default case to display error message  8. output appropriate amenities | Amenities for selected room or an error message |

### **Program 3:**

|  |  |  |
| --- | --- | --- |
| Input | Processing | Output |
| Phoneline operation | Processing items: none  Algorithm:  1. User enters the desired operation  2. switch (operation)  3. case 1 - make an appointment  4. case 2 - billing question  5. case 3 - talk to a nurse  6. default case - talk to an operator  7. output the option that the user picked | The option that the user picked |

### **Program 4:**

|  |  |  |
| --- | --- | --- |
| Input | Processing | Output |
| Phoneline operation  Doctor name if user picks option 1 | Processing items: none  Algorithm:  1. User enters the desired operation  2. switch (operation)  3. case 1 - input which doctor the user wants  3.1 case 1 - Dr. Green  3.2 case 2 - Dr. Fox  3.3 case 3 - Dr. Davis  3.4 default case - speak to operator  4. case 2 - billing question  5. case 3 - talk to a nurse  6. default case - talk to an operator  7. output the option that the user picked | The option that the user picked |