pro

Project 2

CMSC140

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| --- | --- | --- | --- | --- | --- |
| Test Case # | Input | Actual Input | Expected Output | Actual Output | Did the test pass? |
| 1 | United States  Choice 1  Temp 20 | United States  Choice 1  Temp 20 | 68  Unites States | 68  United States | Yes |
| 2 | United States  Choice 2  Distance -8 | United States  Choice 2  Distance -8 | Error | Error | Yes |
| 3 | United States  Choice 2  Distance 88 | United States  Choice 2  Distance 88 | 54.6924  United States | 54.6924  United States | Yes |
| 4 | United States  Choice 3  Weight -21 | United States  Choice 3  Weight -21 | Error | Error | Yes |

Test 1

Text

Description automatically generated

Test 2

Text

Description automatically generated

Test 3

Text

Description automatically generated

Test 4

Text

Description automatically generated

Pseudo code

1. Declare variables, menuNumber, countryName, temperature, fahrenheitTemp, distance, distanceMiles, weight, weightPounds.

2. cout asking for country’s name, getline collecting data.

3. cout menu options.

4. cin enter choice of menu option.

5. if statements saying that if the user inputs 1, then they will be prompted with the temp converter.

6. if statements saying that if the user inputs 2, then they will be prompted with the distance converter.

7. if statements saying that if the user inputs 3, then they will be prompted with the weight converter.

8. if statements saying that if the user inputs 4, then the program will end.

6. else statement saying that if the user inputs anything other than the numbers 1-4 then an error will display.

7. cout statement saying that the country sounds fun.

8. closing cout statements using the const variable.

Diagram, engineering drawing

Description automatically generated

Lessons Learned

I learned that I should not declare variables first. Because I wrote all the variables that I thought I would need first, I was later confused when writing the program. I learned that I should declare variables as I am writing the code to avoid confusion.

I learned that it is easier to code the error messages first. It is easier to write the error messages first because the program may display things in the wrong order if the error message is intended to display first.

I learned how to effectively use if statements, else if statements, else statements, and nested if statements all throughout my program. It was difficult at first, but I was able to use the examples from the notes that I took during class. I was afraid that I would overcomplicate the program with if statements, but I had little to no problems with writing my program.