https://github.com/pablicof90/AI-/upload/main

WEEK 6 PORTFOLIO

'''

CSC500

Instructor Joseph Issa

Principles to Programming. Written by Francis Pablico

The program takes user input from vons grocery on item on

sale. The program takes user input and totals quantity

and price.

vons sale

baby back ribs 4.99 lb

stouffers tv dinner 2.99 each

Dreyers ice cream 3.49

Progressive soup 1.49

Artesano breas 2.99

'''

class Items:

'Initialization'

def \_\_init\_\_(self):

self.string1 = ''

self.string2 = ''

self.num1 = 0.0

self.num2 = 0.0

self.num3 = 0.0

self.num4 = 0.0

'Gets user input'

def get\_input(self):

self.string1 =input('Enter a item ')

self.num1 = float(input("Enter the float item price : "))

self.num2 = float(input("Enter the float quantity : "))

self.string2 =input('Enter another item ')

self.num3 = float(input("Enter the float item price : "))

self.num4 = float(input("Enter the float quantity : "))

'Calculate items and totals'

def items(self):

return (self.num1 \* self.num2) + (self.num3 \* self.num4)

'Prints total cost'

if \_\_name\_\_ == "\_\_main\_\_":

items = Items()

items.get\_input()

result = items.items()

#this works

print ("The cost of soup ", string1 , self.num1, "@" , self.num2)

print("The cost of these items is :", result)

another version

'''

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'''

class items:

def \_\_init\_\_(self):

self.first\_name = ''

self.last\_name = ''

self.date = ''

self.string1 = ''

self.string2 = ''

self.num1 = 0.0

self.num2 = 0.0

self.num3 = 0.0

self.num4 = 0.0

'Gets user input'

def get\_input(self):

self.first\_name = input('Enter first name ')

self.last\_name = input('Enter last name ')

self.date = input('Enter date ')

self.string1 =input('Enter first item ')

self.num1 = float(input("Enter the float item price : "))

self.num2 = float(input("Enter the float quantity : "))

self.string2 =input('Enter second ')

self.num3 = float(input("Enter the float item price : "))

self.num4 = float(input("Enter the float quantity : "))

def add\_input(self):

print ('No items to add')

def remove\_input(self):

print ('no items to remove')

'Calculate items and totals'

def items(self):

return (self.num1 \* self.num2) + (self.num3 \* self.num4)

if \_\_name\_\_ == "\_\_main\_\_":

items = items()

items.get\_input()

items.add\_input()

items.remove\_input()

result = items.items()

'Prints total cost'

print (" the cost of cookies", num1

)

print("The total cost of these items is :", result)

**ANOTHER VERSION**

class items:

def \_\_init\_\_(self):

self.first\_name = ''

self.last\_name = ''

self.date = ''

self.string1 = ''

self.string2 = ''

self.string3 = ''

self.num1 = 0.0

self.num2 = 0.0

self.num5 = 0.0

self.num3 = 0.0

self.num4 = 0.0

self.num6 = 0.0

'Gets user input'

def get\_input(self):

self.first\_name = input('Enter first name ')

self.last\_name = input('Enter last name ')

self.date = input('Enter date ')

self.string1 =input('Enter first item ')

self.num1 = float(input("Enter the float item price : "))

self.num2 = float(input("Enter the float quantity : "))

self.string2 =input('Enter second ')

self.num3 = float(input("Enter the float item price : "))

self.num4 = float(input("Enter the float quantity : "))

def add\_input(self):

if self.string3 == '':

print ('No items to add')

return

else :

self.string3 = input('Enter anohter item')

def remove\_input(self):

if self.string3 == '':

print ('No items to remove')

return

else :

self.string3 = input('Enter anohter item')

'Calculate items and totals'

def items(self):

return (self.num1 \* self.num2) + (self.num3 \* self.num4),

(self.num5 \* self.num6) + (self.num3 \* self.num4)

if \_\_name\_\_ == "\_\_main\_\_":

items = items()

items.get\_input()

items.add\_input()

items.remove\_input()

result = items.items()

'Prints total cost

print("The total cost of these items is :", result)

**LATEST VERSION**

Pseudocode

class

Initialize

Input

Append

remove

Process

Output

'''

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'''

class items:

def \_\_init\_\_(self):

self.first\_name = ''

self.last\_name = ''

self.date = ''

self.string1 = ''

self.string2 = ''

self.string3 = ''

self.num1 = 0.0

self.num2 = 0.0

self.num5 = 0.0

self.num3 = 0.0

self.num4 = 0.0

self.num6 = 0.0

'Gets user input'

def get\_input(self):

self.first\_name = input('Enter first name ')

self.last\_name = input('Enter last name ')

self.date = input('Enter date ')

self.string1 =input('Enter first item ')

self.num1 = float(input("Enter the float item price : "))

self.num2 = float(input("Enter the float quantity : "))

self.string2 =input('Enter second ')

self.num3 = float(input("Enter the float item price : "))

self.num4 = float(input("Enter the float quantity : "))

'Adds another item'

def add\_input(self):

if self.string3 == '':

self.string3 = input('Enter another item')

self.num5 = float(input('Enter a price '))

else :

print ('No items to add')

'Removes an item'

def remove\_input(self):

if self.string3 != '':

self.string3 = ''

else :

print ('No items to remove')

'Calculate items and totals'

def items(self):

return (self.num1 \* self.num2) + (self.num3 \* self.num4),

(self.num5 \* self.num6) + (self.num3 \* self.num4

if \_\_name\_\_ == "\_\_main\_\_":

items = items()

items.get\_input()

items.add\_input()

items.remove\_input()

result = items.items()

'Prints total cost'

print("The total cost of these items is :", result)

A screen shot of a computer

Description automatically generated

A computer screen shot of a computer screen

Description automatically generated