

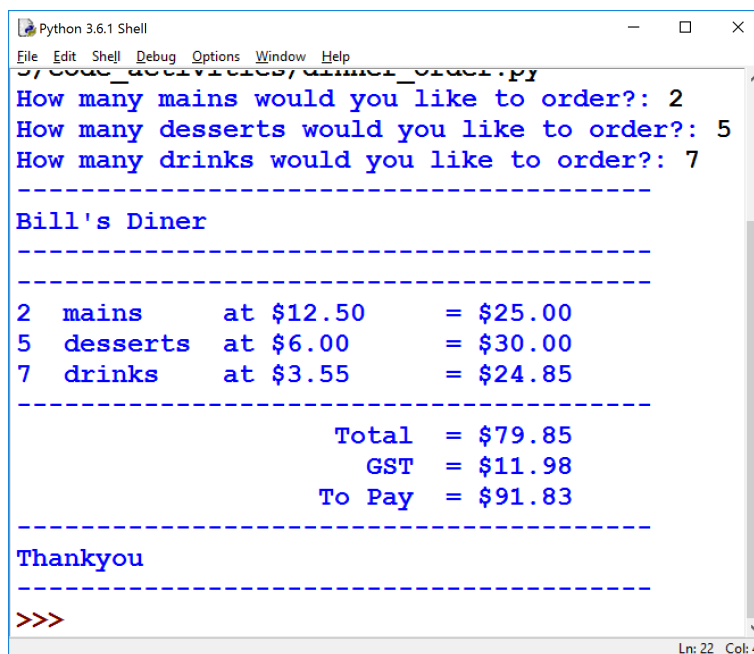
2 Basic Program

2.1 Dinner Order

You need to create a program that allows a waiter to enter in the number of main meals (at \$12.50 each) , the number of desserts (at \$6.00 each) and the number of drinks (at \$3.55) ordered at a table.

The program then prints out a summary of the order, a total and then adds on GST (and gives the new total).

(Note: the program should be easy to alter so the price values should be declared as constant variables)



```
Python 3.6.1 Shell
File Edit Shell Debug Options Window Help
7 CODE ACTIVITIES/Chapter_02/dinner_order.py
How many mains would you like to order?: 2
How many desserts would you like to order?: 5
How many drinks would you like to order?: 7
-----
Bill's Diner
-----
2 mains      at $12.50      = $25.00
5 desserts   at $6.00       = $30.00
7 drinks     at $3.55       = $24.85
-----
Total        = $79.85
GST          = $11.98
To Pay       = $91.83
-----
Thankyou
-----
>>>
```

An example of Dinner Order program run

2.1.1 Planning

For the writing and planning:

- **Decomposition** Please write down your task decomposition.
(This is breaking the task down into smaller pieces that will be combined to make the finished program)
See examples below.
- **Version Log**
Your version log should go here. Annotated screenshots are a good idea at this point
- **Component Trialling**
Show that you have trialled each component here.
You should also include notes that justify the major decisions you made.

- **Assembled Outcome Testing**

Please show testing for your assembled outcome below.

This should include a test plan followed by screenshot proof

- **Usability Testing**

Try the program out on someone else and make notes or video etc. Write a list of things improvements which need to be made based on your usability testing. Then write down what you changed.

- **General Evaluation:**

How good is my program? What can I do to improve it?

Examples of Component Planning

Basic Idea of Testing When testing we consider

Outline

- Request input from the user (meal, drinks, deserts)
- Perform calculations
 - cost of meals, drinks, deserts
 - add all up
 - calculate gst
 - add on gst
- Present a formatted output.

3 components

① } Note: The program must use variables to store and pass information

② }

③ }

① Notes.

3 variables to hold prices.

MAIN_COST = 12.5 # use caps because variable is a constant value.

Same for other variables

num_main = int(input("Please enter number of mains"))

num_desert =

num_drink =

test

②

mains = MAIN_COST * num_main

deserts = DESERT_COST * num_desert

.

total_cost = mains + deserts + drinks

gst = total_cost * 0.15

meal_total = total_cost + gst

test

③

3 mains at \$12.50 = \$37.50
 2 drinks at \$ -- = --
 5 deserts at \$ -- = --

line-one = "{ } mains at \$ { } = \$ { }"
 : 3 : 6.2f : .2f

format(num-main, MAIN-COST, mains)
 Sub-total = --
 gst = --
 pay = --

- Expected inputs (these are inputs we would normally expect the user to input).
Does the program give the right outputs with the given expected inputs.
- Boundary inputs (are there maximum or minimum value that the user can enter)
What happens at these boundaries (and if we go over them)
- Unexpected Inputs (these are character entries that we are not expecting)
These could be just pressing enter or having spaces, using letters instead of numbers or characters like *, &, etc.
These could occur if the user makes a mistake or misunderstands what is expected.

Testing should have some kind of plan and documentation of the results.

Testing dinner order. (Done once the program is made, or a version of it)		
Expected Input	Boundary Input (upper, lower limits)	Unexpected Input
How many mains? 4	How many mains? 30	How many mains? Three
How many deserts? 3	How many deserts? 0	How many deserts? *?
How many drinks? 2	How many drinks? -1	How many drinks? <u> </u> ↳ space.
Expected Output?	Expected output?	Expected Output?
Actual output?	Actual Output?	Actual output?
is this okay?	is this okay?	is this okay?

Result from expected

```
type help, copyright, credits or license() for more information.
>>>
= RESTART: /Users/Paul/Desktop/code_activities/tr
How many mains would you like to order?: 4
How many desserts would you like to order?: 3
How many drinks would you like to order?: 2

-----
Bill's Diner
-----
4 mains      at $12.50    = $50.00
3 desserts   at $6.00     = $18.00
2 drinks     at $3.55     = $7.10
-----
                        Total = $75.1
                        GST   = $11.26
                        To Pay = $86.36
-----

Thankyou
-----
>>> |
```

Result from boundary

```
type help, copyright, credits or license() for more information.
>>>
= RESTART: /Users/Paul/Desktop/code_activities/
How many mains would you like to order?: 30
How many desserts would you like to order?: 0
How many drinks would you like to order?: -1

-----
Bill's Diner
-----
30 mains     at $12.50    = $375.00
0 desserts    at $6.00     = $0.00
-1 drinks    at $3.55     = $-3.55
-----
                        Total = $371.45
                        GST   = $55.72
                        To Pay = $427.17
-----

Thankyou
-----
>>> |
```

Result from unexpected

```
type help, copyright, credits or license() for more information.
>>>
= RESTART: /Users/Paul/Desktop/code_activities/trinket/dinner_order_basic.py =
How many mains would you like to order?: Three
Traceback (most recent call last):
  File "/Users/Paul/Desktop/code_activities/trinket/dinner_order_basic.py", line 1
    3, in <module>
        mains = int(input("How many mains would you like to order?: "))
ValueError: invalid literal for int() with base 10: 'Three'
>>>
```

Evaluation

- What works
 - Works properly on expected inputs
 - Presentation of receipt clearly laid out on console.
- What could be improved
 - Should have an upper limit on how many meals can be entered
 - Should not allow entries below zero
 - Unexpected inputs cause a program crash
 - At the moment the program only runs once (so need a way to enter a new order)