

```
1 // Attached: HW_1a, HW_1b
2 //
3 // =====
4 // File: HW-1a
5 // =====
6 // Programmer: Stephen Moye
7 // Class: CMPR 121 Tuesday
8 // Instructor: Dennis Rainey
9 //
10 // Description:
11 // This function calculates the amount of a sale, the
12 // commission of the sale, and the total pay.
13 // =====
14
15 #include <iostream>
16 #include <iomanip>
17
18 using namespace std;
19
20 int getSalesAmt();
21 int calcCommission(float sales);
22 int calcPay(float commission);
23 void displayPay(float sales, float commission, float total);
24
25 const float BASE_PAY = 2500.00;
26
27 // =====
28 // main
29 // =====
30 int main() {
31     float sales = 0;
32     float commission = 0;
33     float total = 0;
34
35     sales = getSalesAmt();
36     commission = calcCommission(sales);
37     total = calcPay(commission);
38     displayPay(sales, commission, total);
39
40     return 0;
41 }
42 // =====
43 // end of main
44 // =====
45
46
47
48 // =====
49 // getSalesAmt
50 // =====
51 // This function prompts the user to enter their monthly sales in dollars
52 //
```

```
53 // Input:
54 //     no parameters
55 // Output:
56 //     the dollar amount of sales as a float, returns to main()
57 // =====
58 int getSalesAmt()
59 {
60     float sales;
61
62     cout << "Enter monthly sales amount: " << endl;
63     cin >> sales;
64
65     return sales;
66 }
67 // =====
68 // end of getSalesAmt
69 // =====
70
71
72
73 // =====
74 // calcCommission
75 // =====
76 // This function takes the value of sales and tests it against 3 commission
77 // tiers
78 // that determine the percentage of commission from the calculation.
79 //
80 // Input:
81 //     sales - the dollar amount in sales, passed from main()
82 // Output:
83 //     the commission amount is calculated by a percentage of the sales amount
84 //     and returned to main()
85 // =====
86 int calcCommission(float sales)
87 {
88     int commission;
89
90     if (sales > 50000)
91         commission = sales * .02;
92     else if (sales >= 25000 && sales <= 50000)
93         commission = sales * .015;
94     else
95         commission = 0;
96
97     return commission;
98 }
99 // =====
100 // end of calcCommission
101 // =====
102
103
```

```
104 // =====
105 // calcPay
106 // =====
107 // This function calculates the total monthly pay for the sales worked
108 // adding the commission to the base pay
109 // Input:
110 //     commission - the dollar amount in commission result from calcCommission
111 // Output:
112 //     the total pay is calculated and returned to main()
113 // =====
114 int calcPay(float commission)
115 {
116     float total;
117     total = commission + BASE_PAY;
118
119     return total;
120 }
121 // =====
122 // end of calcPay
123 // =====
124
125
126
127 // =====
128 // displayPay
129 // =====
130 // This function calculates the total monthly pay for the sales worked
131 // adding the commission to the base pay
132 // Input:
133 //     commission - the dollar amount in commission result from calcCommission
134 // Output:
135 //     the total pay is calculated and returned to main()
136 // =====
137 void displayPay(float sales, float commission, float total)
138 {
139     cout << "Monthly sales:\t $ " << setprecision(2) << fixed << sales << endl << "\n";
140     cout << "Commission:\t $ " << setprecision(2) << commission << endl << endl;
141     cout << "Base Pay:\t $ " << setprecision(2) << BASE_PAY << endl << endl;
142     cout << "Total Pay:\t $ " << setprecision(2) << total << endl << endl;
143
144     char again;
145
146     cout << "Do it again? (Y/N) ";
147     cin >> again;
148
149     if (toupper(again) == 'Y')
150     {
151         main();
152     }
153 }
154 // =====
```

155 // end of displayPay

156 // =====