Prelim Activity 2

Creating Java Programs – Program Analysis TASK GUIDE

Due Date:

Objective: Create programs that illustrates basic program flow analysis showing real life scenarios.

Requirements:

Write a Java program that will be used at the check-out counter of Aling Nena's Sari-Sari Store with the following assumptions.

- 1. Aling Nena's customers always buy only one type of product, but may buy one or more pieces of the said product. For example, a customer may buy a dozen eggs.
- 2. Depending on the customer, Aling Nena may decide to give the customer a discount, expressed as an integer value from 1 to 100, which indicates the percentage deducted from the total amount of the customer's purchase. For example, assuming that eggs cost P5.00 a piece, a dozen eggs would cost a total of P60.00, and if the customer is then given a 10 percent discount, then the customer will have to pay only P54.00 for one dozen of eggs. Customers who are not entitled to discounts are given zero (0) percent discount. Aling Nena's customers always pay in cash, and the cash amount tendered is always greater than or equal to the total purchase amount. Your program must calculate the change given to the customer.
- 3. Shown below are sample outputs when the program is executed:

Sample Output 1:

Welcome to Aling Nena's Store Please input the following information:

Product name: eggs

Quantity: 12
Unit Price: 5.00
Discount: 10

Cash Tendered: 100.00

Sales Summary

Total Purchase Amount: 60.00

Total Discount: 6.00

Amount To Be Paid: 54.00

Change: 46.00

Thank you for your purchase!

Sample Output 2:

Welcome to Aling Nena's Store

Please input the following information:

Product name: milk

Quantity: 3
Unit Price: 18.75
Discount: 0

Cash Tendered: 60.00

Sales Summary

Total Purchase Amount: 56.25

Total Discount: 0.00

Amount To Be Paid: 56.25

Change: 3.75

Thank you for your purchase!

Note: User inputs are shown in red text.

Deliverable:

Filename: PreAct2LastnameFirstname

• The java file should include comments indicating student name, date and activity name as header at the beginning of the java program.

• The java file should include comments providing the algorithm for the required program.

Rubric and Criteria:

Criteria	10 points	8 points	5 points	3 points	0 point
Program	The program	The	The	The	No
Correctness:	generates the	program	program	output	submission
Algorithm	perfect output.	generates	generates a	of the	
and logic	With complete	an output	partially	program	
	header and	with a	correct	is	
	algorithm.	minor	output	wrong	
		mistake			