**Assignment** 1

|  |  |  |
| --- | --- | --- |
| **Defining table** | | |
| **Input** | **Processing** | **Output** |
| * Area of lawn | * Multiple by 15 * Multiple by 0.01 | * Season cost |

* Multiply the area of the lawn by 0.01 and then by 15 to get the season cost**. (2)**
* Display the season cost for the user to see. **(3)**
* Get the total area of the lawn from the user. **(1)**



|  |  |  |
| --- | --- | --- |
| **Defining table** | | |
| **Input** | **Processing** | **Output** |
| * Overtime hours * Regular hourly wage * Regular hours | * Multiple overtime hours by regular hourly wage by 1.5 to get overtime pay.   (overPay = overHours\*regWage\*1.5)   * Subtuact tac from gross pay to get net pay (netPat = grossPay - tax) * Multiply regular hours by regular hourly wage to get regular pay (regPay = regHours\*regWage) * Multiply gross pay by 0.15 to get tax (tax = grossPay \* 0.15) * Add regular pay and overtime pay to get gross pay (grossPay = regPay + overPay) | * Net pay |



* Display net pay for the user to see. **(7)**
* Add regular pay and overtime pay to ger gross pay (grossPay = regPay + overPay). **(4)**
* Multiply gross pay by 0.15 to get tax (tax = grossPay \* 0.15). **(5)**
* Multiple overtime hours by regular hourly wage by 1.5 to get overtime pay. (overPay = overHours\*regWage\*1.5). **(3)**
* Subtract tax from gross pay to get net pay (netPat = grossPay - tax). **(6)**
* Multiply regular hours by regular hourly wage to get regular pay (regPay = regHours\*regWage). **(2)**
* Get Regular hours, overtime hours, and regular hourly wage from the user**. (1)**

1. Which of the following are control structures? (Mark all that apply.)

Input

|  |  |  |
| --- | --- | --- |
|  | Control structure | |
| Yes | No |
| Input |  |  |
| Try, catch, and throw |  |  |
| Computation |  |  |
| Selection |  |  |
| Sequence |  |  |
| Output |  |  |
| Repetition |  |  |
| Storage |  |  |



* Causes the computer to select one group of statements to executer and another group or groups to skip. **Selection**
* Causes the computer to repeat a group of statements. **Repetition**
* Causes ta computer to execute statements in the order they are written in a program, from top to bottom. **Sequence**