# How to: Project # 6

# Requirements

- authenticate user

- examine authenticated user's password

- determine total purchasing authority (are they allowed to purchase more than $5,000)

- ask for search criteria, validate user entry, display results

- ask for the quantity of the item the user desires

- display price of item, quantity ordered, and total cost

# Functions

- break the project down into 'functional blocks'
- work on solutions to the 'functional blocks'
- combine the 'functional blocks'

# Test Cases

- once a functional block exists you will need to test its capabilities

- as an example, what has to be tested with the user authentication piece:

  - valid user (good first and last name) will pass

  - ensure that a good first or last name only doesn't result in authentication

  - invalid user name is rejected

# Overhead – Paying for Admin

- comments are like voting in Chicago, do it early and often
    - who, when, where, why, and what
- use unique exit codes for functions
- log details of user input
- clean up temporary files (old Boy Scout saying, "Always leave the camp ground cleaner than you found it." ; -)

http://programmer.97things.oreilly.com/wiki/index.php/The_Boy_Scout_Rule