**Design Document for Workshop Calculator (Week 8 - Assignment #1)**

**Overview**

This application is meant to help users in an organization to figure out workshop prices in different cities offered. It starts by prompting the user to select their desired workshop and select the city they want to take the workshop in. Next, the program calculates how many days the workshop is, what the registration fee is, and lodging costs in the city selected. It then totals up the entire bill and presents it as one number for the user to plan around.

**Components and Processing**

The program also uses variables and text label updates to process the data. The program has two major sections for switch statements (named *selectedWorkshop* and *selectedCity*). This changes the labels to the values given from the textbook.

Eventually, the final cost in the program is established as an integer variable. The final cost calculation is presented as:

This uses the established variables from switches established in the first part of the program.

**Input and Output**

The user is expected to click on a list item from both lists presented. If the user does not pick two options, the app may crash. The program will then read which label in the list was selected and update the label text at the bottom of the screen.

The program’s output will be an integer, converted from strings.

**Testing**

The application runs and closes as expected, however there are some things that may happen.

Some errors presented on testing:

* Every time the user wants to update the text boxes, they must make sure that they pick a different option in the list boxes.
* The application will return an error if the user does not select a city/workshop along with a city/workshop (1 input)
* The program may crash if the calculation somehow is changed to remove the parenthesis involved in the calculation.