**Planning for programs**

Part 1

Main function:

Ask user for input and store it in a variable

Call a function that checks if its odd or even

Display the result

Check function:

Divide the incoming number by two using modulus

If the left over is 0 then the number is even (if)

Return the result

Part2

Main:

Ask user to input number of miles

Call the convert\_to\_feet function

Print the result

Convert\_to\_feet function:

Multiplies the received parameter by 5260, to convert it to feet

Returns the value

Part3

Main:

Calls the title function

Calls the function that displays the menu

Asks for user input

Calls the conversion function

Displays the result to the user

Enclose all of the above in a while loop in order to keep repeating the process till the user selects no to continue

Display\_menu:

Prints all the required text on the screen

Asks the user to make a choice

Returns that choice

display\_title function:

In a separate module:

Meters\_to\_feet function:

Feet\_to\_meters function:

Part 4

Main:

Display title

Call the input function and capture the returning value in a var

Call the tax calculator and total\_after\_tax\_calculator function to calculate the tax and the total

Call the output function to display the output

Enclose it all in a while loop so it keeps running over and over till the user chooses not to continue

Inputter:

Asks the user for the price of individual items and catches it in a variable “item\_cost”

adds them all up in a another “total” variable

Keeps repeating over and over again using a while loop till the user enters 0 into the “item\_cost” var

Returns the total variable

Outputter:

Takes in the total, tax, total after tax values as params and display it to the user

Tax\_calculator:

Takes in the total value

Calculates the tax amount

Returns it

total\_after\_tax\_calculator:

takes in the tax amount and the total

adds them together to get the total\_after\_tax

returns it

part 6 :

main:

display title

ask user if he wants to roll the dice, if he says yes:

call the dice roller function and catch the value

call the dicr roller function again and catch the value

display dice 1, dice 2, total and if 1+1 or 6+6 then snake eyes or box cars

enclose all of this in a while loop, in order to keep on repeating over and over till user selects not to

dice\_roller:

call random, get a number from 1 to 6

return it