

Homework: Prices Program

Scenario: A retail sale in which the customers get a discount based on the amount they are spending.

Task: Create a program to calculate the **discount** and **final price** based on this scale of discount:

- If customer spends \$100 or more, earn \$20 discount
- If customer spends \$40 to 99, earn \$10 discount
- If customer spends \$20 to 39, earn \$5 discount
- Otherwise, the customer earns \$0 discount

The **purchase** price will be generated by a random variable.

For the **purchase** price, start with a float variable that generates a random number between \$5 and \$110.

(We assume that no one in the village can spend more than \$110.)

TIP – The other two variables are:

```
float discount = 0;
```

```
float finalPrice = purchase-discount;
```

The finalPrice variable must be located after the if() statement so that it is calculated based on the discount.

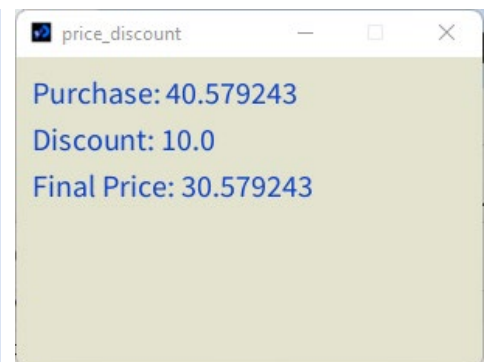
As shown in the screenshot to the right, use text() to display the following:

Purchase price: ###

Discount: ###

Final price: #####

Your program should look at least as good as this, but feel free to embellish/format the text by size, putting the text in rectangles, etc.



SUBMIT: Due 8PM on Wednesday, 9/27. Please zip your folder and upload the zipped file to the "Price Discount Chap5" dropbox. **NO WRITEUP is needed.**