Programming Exercise 1.3

Branching Logic

Purpose. Reinforce your learning of how to write algorithms, by having you modify your own previous work (exercise 1.2). It also introduces branching logic, so that you can learn how this features work.

Modify the cashier's logic from Exercise 1.2, Sequential Processing**,** so that it works for a line of 8 items *or less*.

Requirements. Follow all the requirements from Exercise 1.2, with these exceptions:

1. Use a word-processor program, like Word or Pages, to create a file named **BranchingLogic.docx**.

2. Assume that the customer will present *at least one* item for purchase, and not more than 8.

3. Use line numbers on the lines that are targets of "branch to" statements.

Your branching logic will have to include something like this: "If there is no 5th item, branch to line..."

Example. For example, write…

```
     Write on a piece of paper...
     ...
     ...
     ...
     If there is no 5th item, branch to line 60
     ...
  60 ...
     ...
```