Algorithms, Part 3 of 3

Topics
- In-Class Project: The Box
- In-Class Project: Drawing a Rectangle

Reading
- None

Writing Algorithms from Scratch
- Given a problem statement, we are going to write the corresponding generic algorithm for the solution.
- We will use the following procedure:
  - Determine the algorithm inputs and outputs
  - Pseudocode a rough algorithm
  - Complete the pseudocode

The Box
- **Problem:**
  - Write an interactive program to compute and display the volume and surface area of a box. The program must also display the box dimensions. Error checking must be done to ensure that all box dimensions are greater than zero.
  - Enter width of box -> 4
  - Enter length of box -> 5
  - Enter height of box -> 3
  - The box has dimensions 4 x 5 x 3
  - Volume of the box is 60.
  - Surface area of the box is 94.

Drawing a Rectangle
- **Problem:**
  - Write an interactive program that will draw a solid rectangle of asterisks (*). The program must also display the dimensions of the rectangle. Error checking must be done to be sure that the dimensions are greater than zero.
- **For example:**
  - Enter height of rectangle -> 4
  - Enter width of rectangle -> 16
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