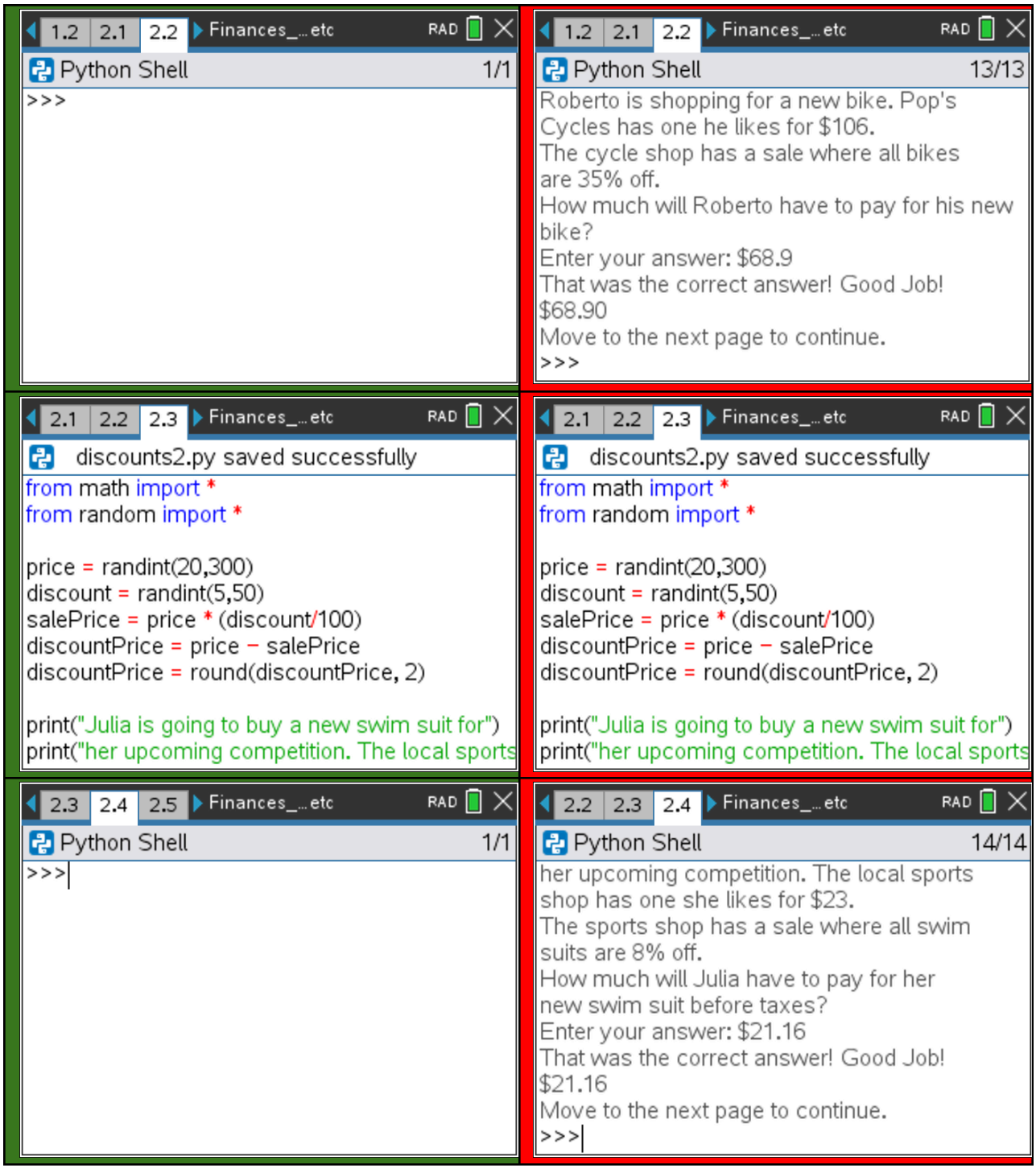
Everyday Math Side by Side

Here is a side-by-side comparison of images from each of the student and teacher tns files.

Student View	Teacher View
1.1 1.2 2.1 Everyday ...etc RAD B3.5 Everyday Math In the following program you will have a chance to complete tasks involving discounts on sales, mark–up on products, calculating tips for restaurants, and finding the final price of an item after taxes. 	1.1 1.2 2.1 Everyday ...etc RAD B3.5 Everyday Math In the following program you will have a chance to complete tasks involving discounts on sales, mark–up on products, calculating tips for restaurants, and finding the final price of an item after taxes. 
1.1 1.2 2.1 Finances_...etc RAD  Let's start with discounts. You will often see sales signs such as 10% off. You can easily calculate your new price. Move ahead to try a few problems.	1.1 1.2 2.1 Finances_...etc RAD  Let's start with discounts. You will often see sales signs such as 10% off. You can easily calculate your new price. Move ahead to try a few problems.
1.1 1.2 2.1 Finances_...etc RAD Finances.py 1/35 #Discounts #Here you will find the sale price before taxes. #Run this program by clicking cntr R from math import * from random import * price = randint(100,1000) discount = randint(5,50) salePrice = price * (discount/100) discountPrice = price − salePrice	1.1 1.2 2.1 Finances_...etc RAD Finances.py 1/35 #Discounts #Here you will find the sale price before taxes. #Run this program by clicking cntr R from math import * from random import * price = randint(100,1000) discount = randint(5,50) salePrice = price * (discount/100) discountPrice = price − salePrice


1.2 2.1 2.2 Finances_... etc RAD
Python Shell 1/1
>>>
1.2 2.1 2.2 Finances_... etc RAD
Python Shell 13/13
Roberto is shopping for a new bike. Pop's Cycles has one he likes for $106.
The cycle shop has a sale where all bikes are 35% off.
How much will Roberto have to pay for his new bike?
Enter your answer: $68.9
That was the correct answer! Good Job!
$68.90
Move to the next page to continue.
>>>
2.1 2.2 2.3 Finances_... etc RAD
discounts2.py saved successfully
from math import *
from random import *
price = randint(20,300)
discount = randint(5,50)
salePrice = price * (discount/100)
discountPrice = price − salePrice
discountPrice = round(discountPrice, 2)
print("Julia is going to buy a new swim suit for")
print("her upcoming competition. The local sports
2.1 2.2 2.3 Finances_... etc RAD
discounts2.py saved successfully
from math import *
from random import *
price = randint(20,300)
discount = randint(5,50)
salePrice = price * (discount/100)
discountPrice = price − salePrice
discountPrice = round(discountPrice, 2)
print("Julia is going to buy a new swim suit for")
print("her upcoming competition. The local sports
2.3 2.4 2.5 Finances_... etc RAD
Python Shell 1/1
>>>
2.2 2.3 2.4 Finances_... etc RAD
Python Shell 14/14
her upcoming competition. The local sports shop has one she likes for $23.
The sports shop has a sale where all swim suits are 8% off.
How much will Julia have to pay for her new swim suit before taxes?
Enter your answer: $21.16
That was the correct answer! Good Job!
$21.16
Move to the next page to continue.
>>>

2.3 2.4 2.5 Finances_...etc RAD

Next we will do price increases.



Stores will buy products at a cost (wholesale price) and mark them up by a percentage (retail price) in order to make a profit.

2.3 2.4 2.5 Finances_...etc RAD

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2.4 2.5 3.1 Finances_...etc RAD

PriceIncrease.py 1/35

```
#Price Increases
#Here you will find the retail price before taxes.
#Run this program by clicking cntr R

from math import *
from random import *

price = randint(20,300)
increase = randint(5,50)
newPrice = price * (increase/100)
increasePrice = price + newPrice
```

2.4 2.5 3.1 Finances_...etc RAD

PriceIncrease.py 1/35

#Price Increases
#Here you will find the retail price before taxes.
#Run this program by clicking cntr R

from math import *
from random import *

price = randint(20,300)
increase = randint(5,50)
newPrice = price * (increase/100)
increasePrice = price + newPrice

2.5 3.1 3.2 Finances_...etc RAD

Python Shell 1/1

```
>>>
```

2.5 3.1 3.2 Finances_...etc RAD

Python Shell 12/12

```
>>>from PriceIncrease import *
Thomas is selling board games in his store.
He buys the games for $41.
In order to make a profit, he needs to mark
the games up by 23%.
What will the retail price for the game?
Enter your answer: $50.43
That was the correct answer! Good Job!
$50.43
Move to the next page to continue.
>>>
```

3.1 3.2 3.3 Finances_...etc RAD

increase2.py 1/35

```
#Run this program by clicking cntr R

from math import *
from random import *

number = randint(5,25)
price = randint(75, 250)
increase = randint(5,20)
newPrice = (price/number) * (increase/100)
increasePrice = (price/number) + newPrice
increasePrice = round(increasePrice, 2)
```

3.1 3.2 3.3 Finances_...etc RAD

increase2.py 1/35

```
#Run this program by clicking cntr R

from math import *
from random import *

number = randint(5,25)
price = randint(75, 250)
increase = randint(5,20)
newPrice = (price/number) * (increase/100)
increasePrice = (price/number) + newPrice
increasePrice = round(increasePrice, 2)
```

3.2 3.3 3.4 Finances_...etc RAD

Python Shell 1/1

```
>>>
```

3.2 3.3 3.4 Finances_...etc RAD

Python Shell 15/15

```
in quantities of 18.
The cost for his order is $110.
In order to make a profit, he needs to mark
each package up by 15%.
What is the retail price for each package of
pencils?
Enter your answer: $7.03
That was the correct answer! Good Job!
$7.03
Move to the next page to continue.
>>>
```

3.3 3.4 3.5 Finances_...etc RAD

What about tips?



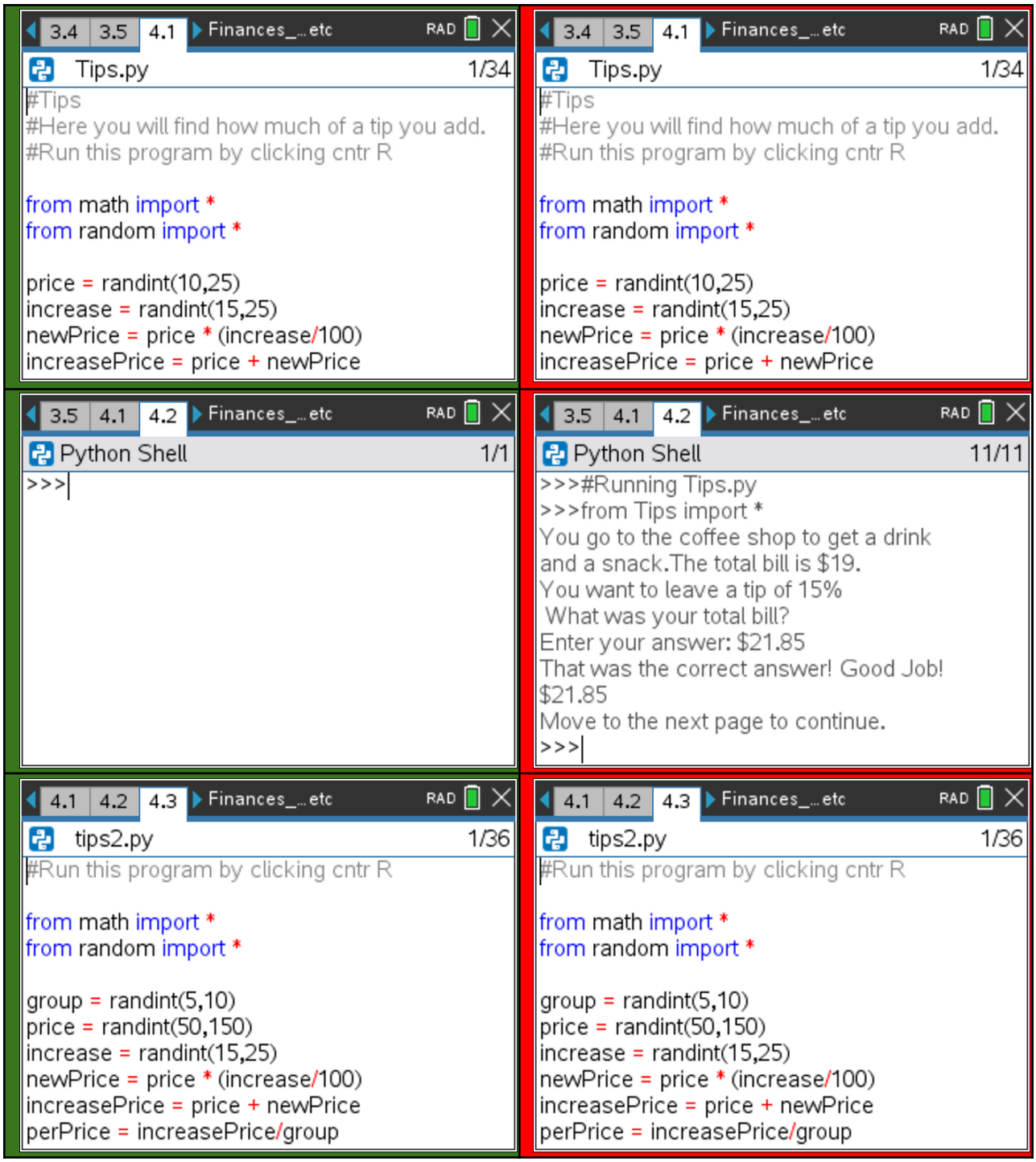
Often restaurants and fast food chains will ask you if you want to leave a tip. Tips usually range from 15% to 25%.

3.3 3.4 3.5 Finances_...etc RAD

What about tips?



Often restaurants and fast food chains will ask you if you want to leave a tip. Tips usually range from 15% to 25%.


3.4 3.5 4.1 Finances_...etc RAD
Tips.py 1/34
#Tips
#Here you will find how much of a tip you add.
#Run this program by clicking cntr R
from math import *
from random import *
price = randint(10,25)
increase = randint(15,25)
newPrice = price * (increase/100)
increasePrice = price + newPrice
3.5 4.1 4.2 Finances_...etc RAD
Python Shell 1/1
>>>
3.5 4.1 4.2 Finances_...etc RAD
Python Shell 11/11
>>>#Running Tips.py
>>>from Tips import *
You go to the coffee shop to get a drink
and a snack.The total bill is $19.
You want to leave a tip of 15%
What was your total bill?
Enter your answer: $21.85
That was the correct answer! Good Job!
$21.85
Move to the next page to continue.
>>>
4.1 4.2 4.3 Finances_...etc RAD
tips2.py 1/36
#Run this program by clicking cntr R
from math import *
from random import *
group = randint(5,10)
price = randint(50,150)
increase = randint(15,25)
newPrice = price * (increase/100)
increasePrice = price + newPrice
perPrice = increasePrice/group

4.2 4.3 4.4 Finances_... etc RAD

Python Shell 1/1

```
>>>
```

4.2 4.3 4.4 *Finances... etc RAD

Python Shell 25/25

```
Solange and her friends went to the local
pizzeria. The total bill for the group
was $122.
They leave a tip of 20%.
If there were 10 people in the group,
how much does each person pay?
Enter your answer: $14.64
That was the correct answer! Good Job!
$14.64
Move to the next page to continue.
>>>
```

4.3 4.4 4.5 Finances_... etc RAD

Finally, let's look at the taxes you pay when you buy something.



In Ontario, there is a 13% tax (HST) on a large number of items that you buy. Different provinces have different amounts. Nova Scotia, for example, pays 15% whereas Alberta pays 5%.

4.3 4.4 4.5 Finances_... etc RAD

Finally, let's look at the taxes you pay when you buy something.



In Ontario, there is a 13% tax (HST) on a large number of items that you buy. Different provinces have different amounts. Nova Scotia, for example, pays 15% whereas Alberta pays 5%.

4.4 4.5 5.1 Finances_... etc RAD

HST.py 1/33

```
#Sales Tax
#Here you will find the price after taxes.
#Run this program by clicking cntr R

from math import *
from random import *

price = randint(75,200)
increase = 13
newPrice = price * (increase/100)
total = price + newPrice
```

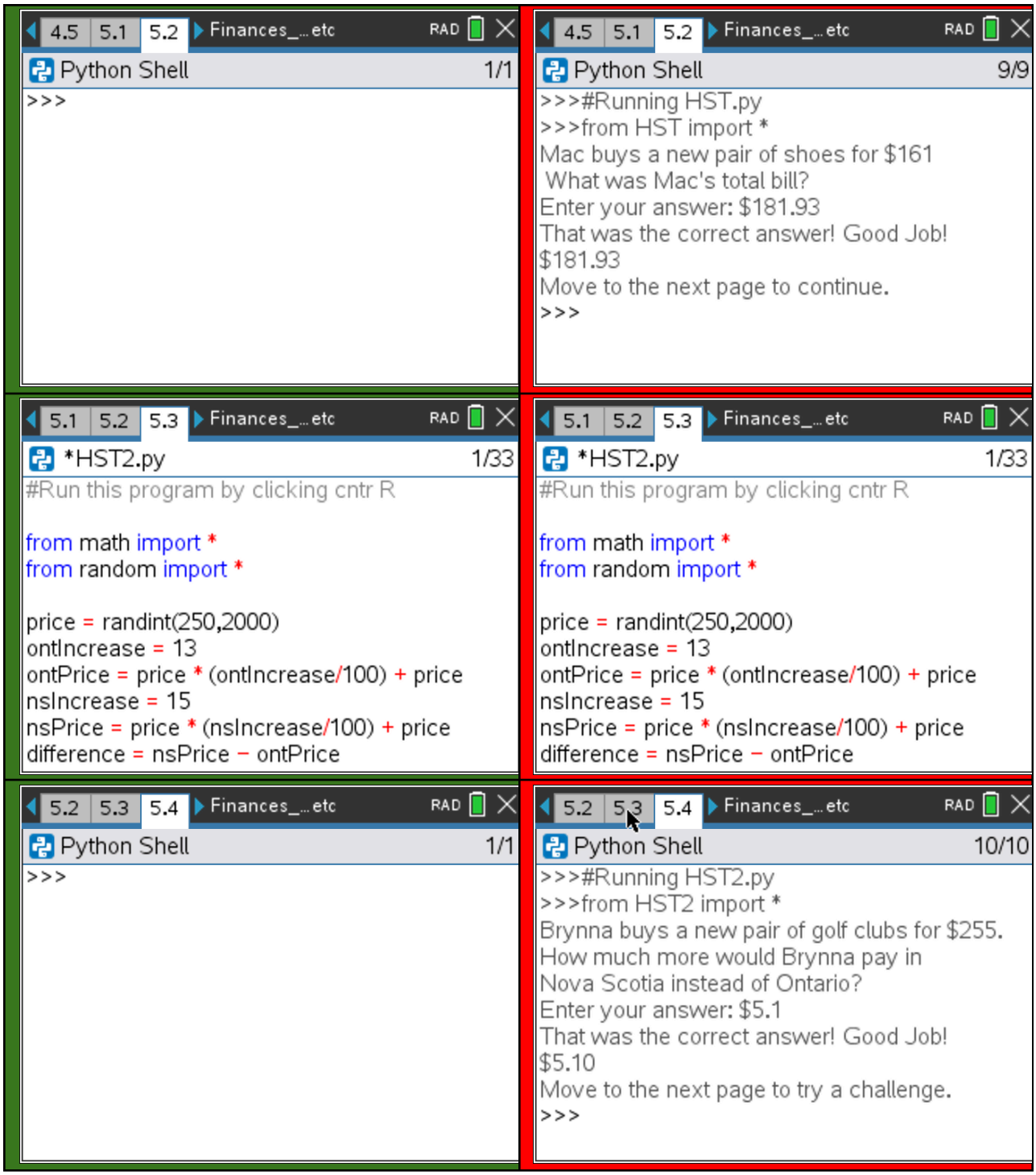
4.4 4.5 5.1 Finances_... etc RAD

HST.py 1/33

```
#Sales Tax
#Here you will find the price after taxes.
#Run this program by clicking cntr R

from math import *
from random import *

price = randint(75,200)
increase = 13
newPrice = price * (increase/100)
total = price + newPrice
```


4.5 5.1 5.2 Finances_... etc RAD
Python Shell 1/1
>>>
4.5 5.1 5.2 Finances_... etc RAD
Python Shell 9/9
>>>#Running HST.py
>>>from HST import *
Mac buys a new pair of shoes for $161
What was Mac's total bill?
Enter your answer: $181.93
That was the correct answer! Good Job!
$181.93
Move to the next page to continue.
>>>
5.1 5.2 5.3 Finances_... etc RAD
*HST2.py 1/33
#Run this program by clicking cntr R
from math import *
from random import *
price = randint(250,2000)
ontIncrease = 13
ontPrice = price * (ontIncrease/100) + price
nsIncrease = 15
nsPrice = price * (nsIncrease/100) + price
difference = nsPrice − ontPrice
5.1 5.2 5.3 Finances_... etc RAD
*HST2.py 1/33
#Run this program by clicking cntr R
from math import *
from random import *
price = randint(250,2000)
ontIncrease = 13
ontPrice = price * (ontIncrease/100) + price
nsIncrease = 15
nsPrice = price * (nsIncrease/100) + price
difference = nsPrice − ontPrice
5.2 5.3 5.4 Finances_... etc RAD
Python Shell 1/1
>>>
5.2 5.3 5.4 Finances_... etc RAD
Python Shell 10/10
>>>#Running HST2.py
>>>from HST2 import *
Brynna buys a new pair of golf clubs for $255.
How much more would Brynna pay in
Nova Scotia instead of Ontario?
Enter your answer: $5.1
That was the correct answer! Good Job!
$5.10
Move to the next page to try a challenge.
>>>

5.3 5.4 5.5 *Financial ... etc RAD



Think of a question you could ask for one for one of the four types in this lesson (discounts, increases, tips, sales tax). You can even combine types such as the price of a pair of shoes on sale after taxes.

Use code from the lesson to create another problem.

Move ahead to see some steps to get you started.

5.3 5.4 5.5 *Financial ... etc RAD

CHALLENGE

Think of a question you could ask for one for one of the four types in this lesson (discounts, increases, tips, sales tax). You can even combine types such as the price of a pair of shoes on sale after taxes.

Use code from the lesson to create another problem.

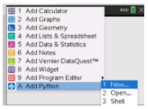
Move ahead to see some steps to get you started.

5.4 5.5 5.6 Finances_... etc RAD

Steps

1. Insert a page

2. Choose "Add Python" and then "New"



3. Give your program a name

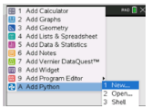
4. Start creating your code

5.4 5.5 5.6 Finances_... etc RAD

Steps

1. Insert a page

2. Choose "Add Python" and then "New"



3. Give your program a name

4. Start creating your code