

Loops : problems

- Count number of digits in an integer number.
- Find out sum of all digits of a given integer number.
- Find out the reverse of a given integer number.

- Display the first N terms of Fibonacci series.
- Check if the given integer number is Prime or not.
- Calculate the factorial of a given integer number.

Lesson 3: Summary

Here is what we learned

- Control Statements
 - Decision Making
 - Loops



Lesson 4 : topics

- Modular Programming
- Using Functions

Lesson 4 : Modular Programming using Functions

Modular Programming

- Modular programming is a methodology that encourages breaking down a program into smaller, independent modules or functions.
- It enhances code organization, readability, and maintainability.

Functions

- Function is a block of code that encapsulates a specific task or related group of tasks.
- Functions are defined by a name, may have parameters and may return a value.
- Functions are executed only when it is called.
- Advantages:
 - **Modularity**
 - **Code Reusability**
 - **Readability**
 - **Debugging**
 - **Abstraction**
 - **Scoping**
 - **Testing**
 - **Collaboration**

Sum of factorials of 3 numbers

Problem : Find sum of factorials of 3 given numbers

Algorithm:

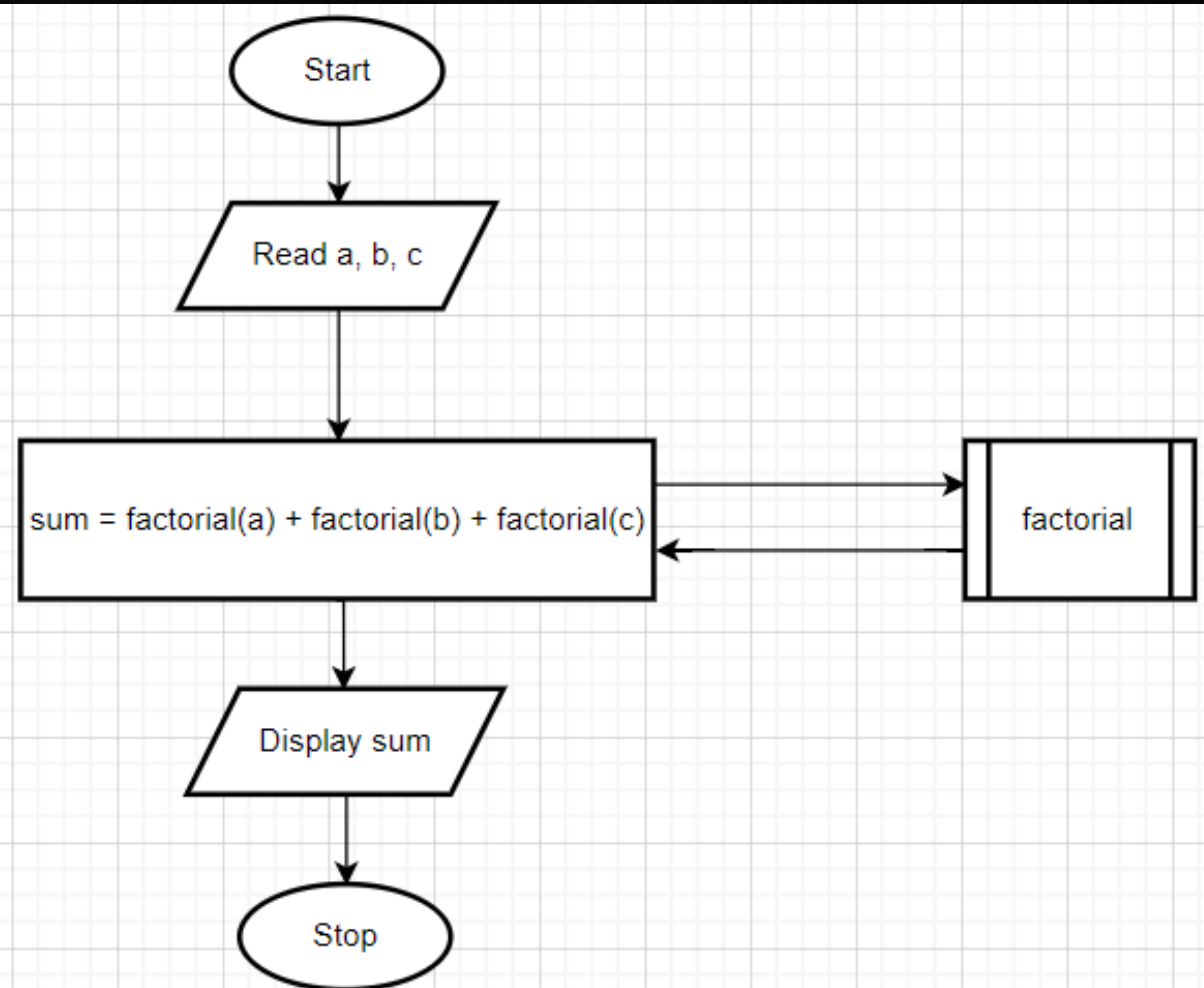
1. Start
2. Declare a, b, c, sum
3. Read a, b, c
4. $\text{sum} = \text{factorial}(a) + \text{factorial}(b) + \text{factorial}(c)$
5. Display sum
6. Stop

Sum of factorials of 3 numbers

Problem : Find sum of factorials of 3 given numbers

Algorithm:

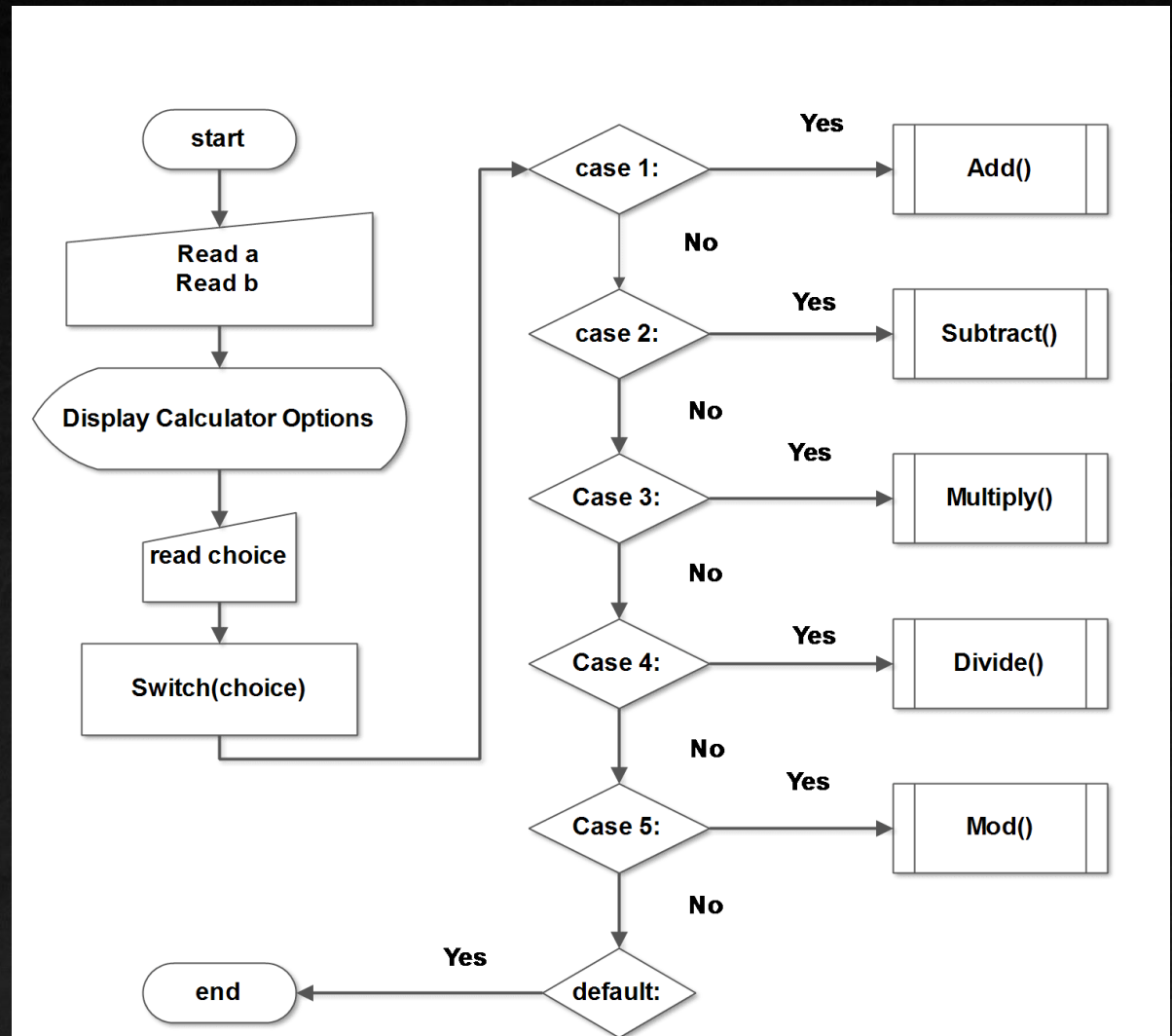
1. Start
2. Declare a, b, c, sum
3. Read a, b, c
4. $\text{sum} = \text{factorial}(a) + \text{factorial}(b) + \text{factorial}(c)$
5. Display sum
6. Stop



Simple calculator using Functions

Algorithm:

1. Start
2. Read a, b
3. Display Calculator options
4. Read choice
5. Switch on choice
 - case 1 : add(a,b)
 - case 2 : subtract(a,b)
 - case 3 : multiply(a,b)
 - case 4 : divide(a,b)
 - case 5 : mod(a,b)
6. Stop



Lesson 4: Summary

Here is what we learned

- Modular Programming using Functions

