In the following examples, turn the program idea into “spoken” pseudocode, then turn it into “code-like” pseudocode.

For example:

**Idea:** Pump air into a tire until it is the correct PSI (pressure per square inch)  
 **Spoken:** While the tire pressure is less than the target pressure, increase the tire pressure  
 **Codelike:** while (tire.psi < tire.targetpsi) { tire.psi++ }

## Idea #1

I want to make a program that tells you should wear a raincoat when it’s raining outside, or sunglasses in clear weather

**Spoken: If it is raining outside, wear a raincoat. Otherwise, if the weather is clear, wear sunglasses.**

**Codelike: If (weather == rain) user.wear = raincoat;**

**Else if (weather == clear) user.wear = sunglasses;**

## Idea #2

I want a program that can look at all the red, green, and blue marbles in a jar and sort them into three piles by their color

**Spoken: If the marble is red, add it to the red jar. Otherwise, if the marble is blue, add it to the blue jar. Otherwise, if the marble is green, add it to the green jar**

**Codelike: if (marbleColor = red) redjar.append(‘marble’)**

**Else if (marbleColor = blue) bluejar.append(‘marble’)**

**Else if (marblecolor = green) greenjar.append(‘marble’)**

## Idea #3

I want to make a program that can look at all of the students’ grades for an assignment, and change all of the grades marked as “missing” to “0”

**Spoken: If the assignments are missing, mark them as a 0**

**Codelike: if (assignment.grade = missing) assignment.grade = 0;**

## Idea #4

I want to make a Raspberry Pi script that checks for a button presses repeatedly and changes the count of students in the bathroom depending on which button they press (increase students if it’s the first button and decrease students if it’s the other button)

**Spoken: If the first button is pressed, increase the number of students. Otherwise if the second button is pressed, decrease the number of students**

**Codelike: if buttonOne == True:**

**students = ( students + 1)**

**if buttonTwo == True**

**students = ( students - 1)**

## Idea #5

I want my Discord bot to cyberbully anyone in the list of server occupants if their profile says they are playing “Genshin Impact” right now.

**Spoken: If someone is playing Genshin Impact, cyberbully them**

**Codelike: If (occupant.profile = genshinPlayer) cyberbully = True**

## Idea #6

I want a program that will check your five lottery numbers, and tell you if you won or lost depending on whether all five numbers match five drawn numbers or not.

**Spoken: If your lottery numbers match the drawn numbers, you win. If not, You lost**

**Codelike:**

**If (user.numbers = drawn.numbers) userWin = True**

**Else: userWin = False**