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’s raining outside, wear a raincoat. Otherwise, if weather is clear, wear sunglasses.**

**Codelike: if (weather.now == ‘raining’) wearRaincoat = true;**

**else if (weather.now == ‘clear’) wearSunglasses = true;**

## 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: While marbles in jar, put red marbles in red pile, green marbles in green pile, and blue marbles in blue pile.**

**Codelike: while (marblesInJar == true) {**

**if (marble.color == ‘red’) redMarblePile + 1 && marblesInJar - 1;**

**else if (marble.color == ‘green’) greenMarblePile + 1 && marblesInJar - 1;**

**else if (marble.color == ‘blue’) blueMarblePile + 1 && marblesInJar - 1;**

**}**

## 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 students’ grades for assignment is missing, change grade to 0.**

**Codelike: for (student in studentList) {**

**if (assignmentGrade == ‘missing’) assignmentGrade == 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 bathroom button is pressed, increases students in bathroom by 1. Otherwise, if back from bathroom button is pressed, decrease students in bathroom by 1.**

**Codelike: if (bathroomButton.input == true) bathroomStudents + 1;**

**else if (backFromBathroomButton.input == true) bathroomStudents – 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 server occupants profile says playing “Genshin Impact”, Discord bot cyberbullies them.**

**Codelike: for (occupant in serverOccupants) {**

**if (occupant.playing == ‘Genshin Impact’) {**

**cyberbully(occupant);**

**}}**

## 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 all five lottery numbers match five drawn numbers, you win. Otherwise, you lose.**

**Codelike: if (lotteryNumbersList == drawnNumbersList) {**

**console.log(‘You won the lottery!!’);**

**} else {**

**console.log(‘You have lost the lottery’)**

**}**