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, tell me to wear a raincoat, Otherwise, if it is clear weather, tell me to wear sunglasses**

**Codelike: if (weather.condition == rain)[ console.log(‘ Wear a raincoat today, unless you want to get wet.’)]c**

**else if (weather.condition == clear) [console.log(‘Wear sunglasses, it’s a beautiful day outside.’)]**

## 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 the jar is full, if the marble is red, put it in the red pile, if the marble is blue, put it in the blue pile, otherwise, if the marble is green, put it in the green pile**

**Codelike: While (jar.capacity <= 1) [ if (marble.color == red)[ marble.redPile = marble.redPile + 1]**

**Else if (marble.color == blue)[ marble.bluePile = marble.bluePile + 1]**

**Else if (marble.color == green)[marble.greenPile = marble.greenPile +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: For assigments in the students, if an assignment is missing, make it a 0**

**Codelike: For (assigments in students)[ if (assigments.grade == missing) [assigments.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: While the raspberry pi script runs, If button one is pressed, increase the student’s in the bathroom, otherwise, if button two is pressed, decrease the amount of students in the bathroom**

**Codelike: While (true)[ if (button1 = button.pressed)[ studentBathroom= studentBathroom + 1]**

**Else if (button2 == button.pressed) [studentBathroom = studentBathroom – 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: While the discord bot is on, and for occupants in servers, if they are playing Geshin impact, cyberbully them**

**Codelike: While (true)[ for (occupants in servers)[if (occupant.playing == ‘Genshin Impact’[cyperbully()]**

## 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:For numbers in your lottery ticket, if your numbers equal the winning numbers, you win, if not, you lose**

**Codelike: For(numbers in Person.lotteryTicket)[if numbers == winningNumbers)[console.log(‘You win’)] Else [console.log(‘You lose.’)**