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:** While it is raining wear a raincoat , and while the weather is clear wear sunglasses

**Codelike:** while (weather == rain) { clothing = raincoat)

(weather == clear) {clothing = 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:**  While the jar still has marbles take one out check its color and put in the corresponding pile

**Codelike:** while (jar != empty){jar -= 1; marble=math.floor(Math.random() \*2) +1;

If (marble ==1){red += 1} else if(marble==2){ blue +=1}

else if(marble += 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:** check the students grades for missing assignments and change them to zero

**Codelike:** for (studentGrade in assignment) if (studentGrade == ‘missing’){studentGrade = 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:** check the button for repeated pressed and change the number of students in the bathroom based on which button pressed(increase if first button and decrease if second button

**Codelike:** while true:

if button1 == pressed: studentNumber += 1 if button2 pressed studentNumber -= 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 someones profile says they are playing Genshin Impact have the discord bot bully them

**Codelike:**  if (profile == “Genshin Impact” ){ discordbot.message(bully)}

## 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 are the same as the drawn numbers you win if they aren’t you lose

**Codelike:**

if (yourLot == Lotnumbers){console.log(‘You Win}

else{console.log(‘You lose)}