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 rains outside, put on a raincoat

If the weather is clear, put sunglasses on

**Codelike:** If (weather.raining == true) { person.raincoat == true }

If (weather.clear == true) { person.sunglasses == 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 the jar is not sorted, check every red ball, then remove from the jar and put into red pile

check every green ball, then remove from the jar and put into green pile

check every blue ball, then remove from the jar and put into blue pile

if all balls are sorted then stop checking for new ones

**Codelike:** While (jar.sorted == false)

{

for (redballpile = 0; redballpile < jar.redballcount; redballpile++)

for (greenballpile = 0; greenballpile < jar.greenballcount; greenballpile++)

for (blueballpile = 0; blueballpile < jar.blueballcount; blueballpile++)

if (redballpile == jar.redballcount && blueballpile == jar.blueballcount && greenballpile == jar.greenballcount)

{

Jar.redballcount = 0

Jar.blueballcount = 0

Jar.greenballcount = 0

Jar.sorted = true

}

}

## 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 every grade in the assignment, if the grade is missing, then grade should be set to 0

**Codelike:** assignment.forEach(Changer)

function Changer(grade)

{

If (grade == “missing”)

{

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 increase button is pressed, increase the number of students

If the decrease button is pressed, decrease the number of students

**Codelike:** If (incbutton.pressed == true) { bathroomstudents++ }

If (decbutton.pressed == true) { bathroomstudents-- }

## 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 a person in the server is playing Genshin Impact, then cyberbully them

**Codelike:** If (server.player.game == “Genshin Impact”) { cyberbully(player) }

## 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 5 lottery numbers equal 5 drawn lottery numbers, say you won. If your 5 lottery numbers do not equal 5 drawn lottery numbers, say you lost

**Codelike:** If (yourlotnum == drawnlotnum) { console.log(“You Won”) }

If (yourlotnum != drawnlotnum) { console.log(“You Lost”) }