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 the weather is rainy, wear a raincoat**

**If the weather is sunny, wear sunglasses**

**Codelike:**

**If (weather == “rainy”) person.cloths = “raincoat”;**

**else if (weather == “sunny”) person.cloths = “raincoat”;**

## 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’s color is red, place it in the red pile**

**Otherwise if the marble’s color is green, place it in the green pile**

**Otherwise if the marble’s color is blue, place it in the red blue**

**Codelike:**

**If (marble.color == “red”) marble.add(redPile)**

**Else if (marble.color == “green”) marble.add(greenPile)**

**Else if (marble.color == “blue”) marble.add(bluePile)**

## 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 missing assignment in student grades, change it to a 0**

**Codelike:**

**For (student.assingment == “missing”) student.assingment.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 pushed, add 1 to students in the bathroom counter**

**else if the second button is pushed, subtract 1 to students in the bathroom counter**

**Codelike:**

**If (buttonOne == true) studentsInBathroom += 1**

**Else if (buttonTwo== true) studentsInBathroom -= 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 a discord profile says playing “Genshin Impact”, then the Discord bot will bully the discord profile**

**Codelike:**

**If ( user.profile == “Genshin Impact”) Discord.bully(user)**

## 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 the winning lottery numbers are the same as my numbers, tell me I won**

**Else, tell me I lost**

**Codelike:**

**If (lotteryNumber.winner == myLotteryNumber) print(“You Won”)**

**Else print(“You Lost”)**