

Code and Algorithm

Algoritmer

En opskrift repræsenteret som kode, for hvordan et bestemt problem/et problem af en bestemt slags kan løses.

algorithm

noun al·go·rithm \ˈal-gə-,ri-thəm\

"Something programmers say when they don't want to explain their work"

Algorithm of Success

```
while(noSuccess)
{
    tryAgain();

    if(Dead)
        break;
}
```

Flowchart

Viser en opgave nedbrudt til de mindste **trin**.

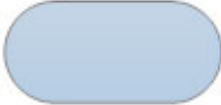

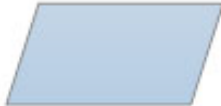
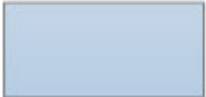

Hvert trin repræsenteres med et **symbol** og pile der forbinder dem.

Symbolet afhænger af funktionen af trinnet.

Hermed bliver det ofte lettere at oversætte ”opgaven” til kode.

Jeg bestemmer selv hvordan jeg vil lave flowchartet

- Axure
- illustrator
- PowerPoint
- <https://www.draw.io/>
- <https://creately.com/>
- Eller noget helt andet

Symbol	Name	Function
	Start/end	An oval represents a start or end point
	Arrows	A line is a connector that shows relationships between the representative shapes
	Input/Output	A parallelogram represents input or output
	Process	A rectangle represents a process
	Decision	A diamond indicates a decision

Fra kode til flowchart

Fakultetsfunktion:

```
var result = 1;
```

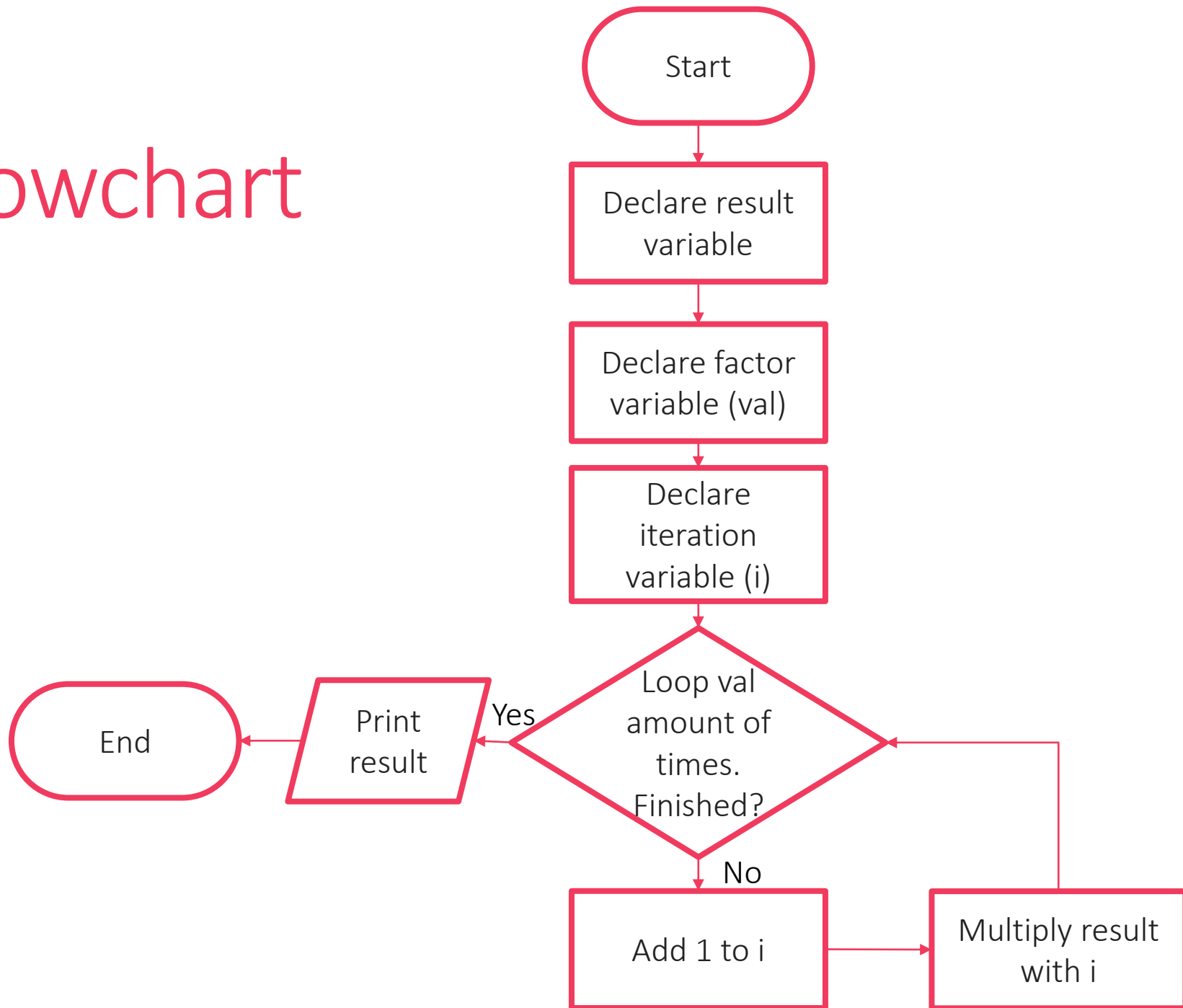
```
var val = 8;
```

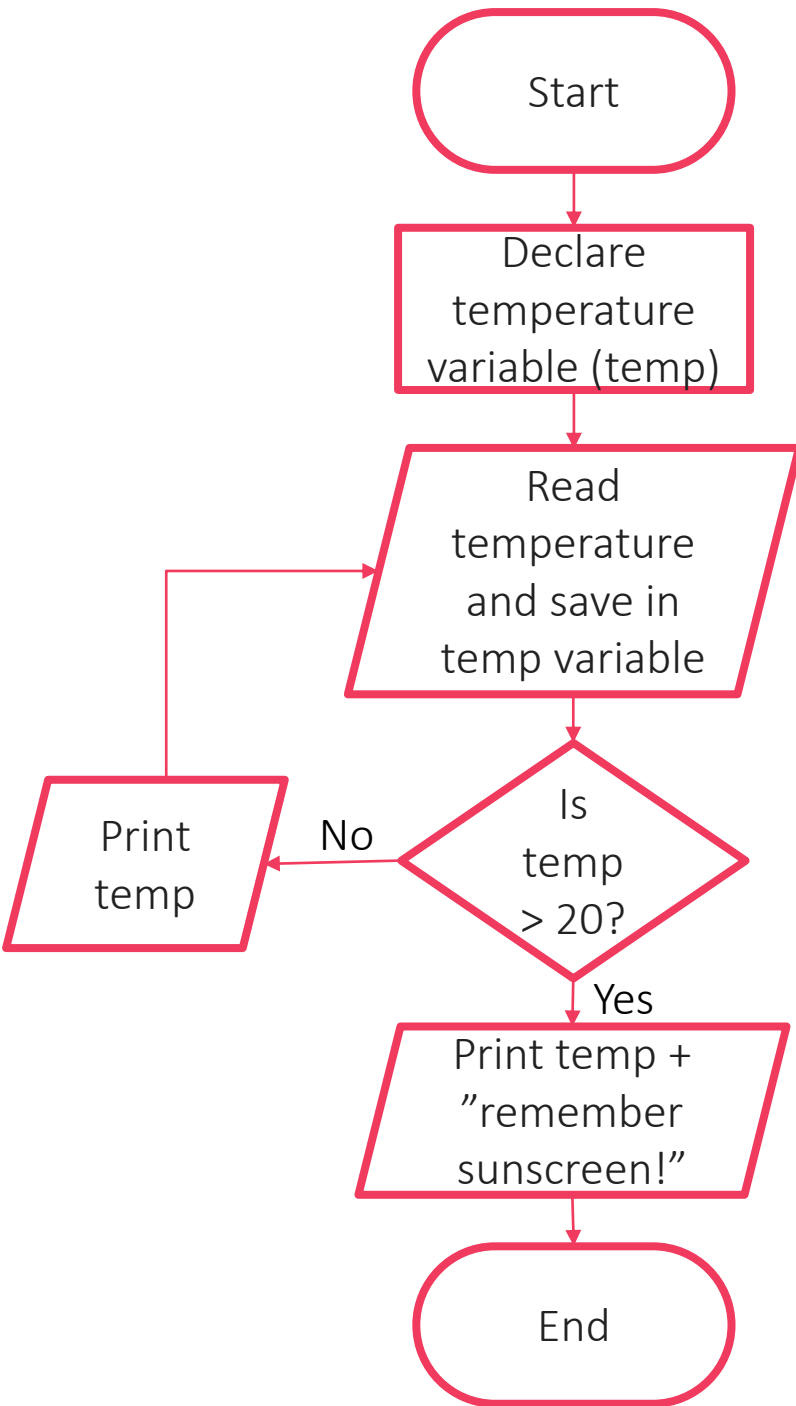
```
for (var i = 1; i <= val; i++) {
```

```
    result = result * i;
```

```
}
```

```
console.log(result);
```





Fra flowchart til kode

```
var on = true;
```

```
var temp = 0;
```

```
while (on) {  
    temp = readTemp();  
    console.log(temp);  
    if (temp > 20) {  
        console.log("remember sunscreen!");  
        on = false;  
    }  
}
```

MiniEx8 – Discussion

Sæt jer sammen i grupper, der ikke er dem I ellers er i gruppe med.

Præsenter jeres miniEx fra sidst for hinanden.

- Forklar jeres vision.
- Vær så præcis som mulig med hvorfor I bruger lige præcis den syntax det sted igennem koden.
- Giv gerne feedback og forslag til hinanden.

MiniEx9

Individuel:

Revisit your previous mini exercises and select **the most technically complex one**

Draw an individual **flow chart** to present the program (Pay attention to: which items you select to present through a flow chart)

In the readme file:

- Attach the **flowchart image**

- You need to have a **hyperlink that links to your chosen mini_ex folder.**

- What may be the difficulty in drawing the flow chart?

MiniEx9

I Studiegrupper:

Get together as a study group and **brainstorm the forthcoming program** for the final project

In the readme file:

Present two different ideas with two different flow charts (it is important to think about the balance between simplicity and complexity. How can we get a sense of what's your program about?)

What might be the **possible technical challenges** for the two ideas and how are you going to solve them?

Individual: How is this flow chart different from the one that you had in #2 (in terms of the role of a flow chart)?

Individual: If you have to bring the concept of algorithms **from flow charts to a wider cultural context**, how would you reflect **the notion of algorithms**? (see if you could refer to the text and articulate your thoughts?)

Create a readme file together (README.md) and upload to the mini_ex9

MiniEx9 - Peer feedback

This time you are not giving feedback on the actual code/program, but something in a graphic form.

The departure question would be: Do you understand the algorithms through a flow chart?

MiniEx9

Sæt jer sammen i jeres studiegrupper.

Brainstorm emner og udformninger for jeres endelige projekt.

- Ideer til emner I gerne vil reflektere over i jeres program
- Hvordan I teknisk kan udtrykke disse emner og de refleksioner I har om dem

Jeg går fra gruppe til gruppe og lytter/spørger ind til jeres ideer