

Sample program as algorithm

```
If (CARD is RED)
    Award YOUR team 1 point

Else
    Award OTHER team 1 point
```

This program has you chose a card. If the card is red, your team gets a point. Else, the other team gets a point.

Sample program from above as pseudocode (like code, but in no particular language)

```
If (card.color == RED) {
    points.yours = points.yours + 1;
}

Else {
    points.other = points.other + 1;
}
```

Sample program as algorithm

```
If (CARD is RED)
    Award YOUR team 1 point
Else
    If ( CARD is higher than 9)
        Award OTHER team 1 point
    Else
        Award YOUR team the same
        number of points on the card
```

This program has you chose a card. If the card is red, your team gets a point. Else, the card must be black. If your black card is higher than 9, then the other team gets a point, else your card must be black and lower than or equal to 9, and you get as many points as are on your card.

Sample program from above as pseudocode (like code, but in no particular language)

```
If (card.color == RED) {
    points.yours = points.yours + 1;
}

Else {
    If ( card.value > 9) {
        points.other = points.other + 1;
    }

    Else {
        points.yours = points.yours + card.value;
    }
}
```