

ALGPSEUDOCODE

hello, world

1. BASIC FORMS

1.1. The Simple Statement.

1: $S \leftarrow O$

1.2. Unnumbered Simple Statement.

$S \leftarrow O$

1: $S \leftarrow O$

1.3. Simple Statement with Comment.

1: $S \leftarrow O$

▷ comment

1.4. The Precondition (never numbered).

Require: $x \neq 0$ and $n \geq 0$

▷ blah blah blah

1.5. The Postcondition (never numbered).

Ensure: $x \neq 0$ and $n \geq 0$

▷ blah blah blah

1.6. Procedure.

1: **procedure** EUCLID(a, b)

▷ The g.c.d. of a and b

2: $r \leftarrow a \bmod b$

3: **while** $r \neq 0$ **do**

▷ We have the answer if r is 0

4: $a \leftarrow b$

5: $b \leftarrow r$

6: $r \leftarrow a \bmod b$

7: **end while**

8: **return** b

▷ The gcd is b

9: **end procedure**

1.7. Function.

1: **function** EUCLID(a, b)

2: $r \leftarrow a \bmod b$

3: **while** $r \neq 0$ **do**

4: $a \leftarrow b$

5: $b \leftarrow r$

6: $r \leftarrow a \bmod b$

7: **end while**

8: **return** b

9: **end function**

1.8. The *if-then-else* Statement.

```

1: if some condition is true then                                ▷ comment
2:   do some processing
3: else if some other condition is true then                      ▷ comment
4:   do some different processing
5: else if some even more bizarre condition is met then          ▷ comment
6:   do something else
7: else                                                            ▷ comment
8:   do the default actions
9: end if

```

1.9. The *for* Loop.

```

1: for  $i = 0$  to 10 do                                           ▷ comment
2:   carry out some processing
3: end for
1: for all  $i$  such that  $0 \leq i \leq 10$  do                       ▷ comment
2:   carry out some processing
3: end for

```

1.10. The *while* Loop.

```

1: while some condition holds do                                ▷ comment
2:   carry out some processing
3: end while

```

1.11. The *repeat-until* Loop.

```

1: repeat                                                         ▷ comment
2:   carry out some processing
3: until some condition is met

```

1.12. The Infinite Loop.

```

1: loop                                                         ▷ comment
2:   this processing will be repeated forever
3: end loop

```

1.13. Returning Values.

2. SOME LONGER EXAMPLES

2.1. *if-elsif-else*.

```

 $a \leftarrow 1$ 
if  $a$  is even then
3:   PRINT " $a$  is even"
   else if  $a$  is odd then
     PRINT " $a$  is odd"
6: else
   PRINT " $a$  is really weird"
end if

```

2.2. Nested structures.**Require:** $n \geq 0$ **Ensure:** $y = x^n$ $y \leftarrow 1$ $X \leftarrow x$ $N \leftarrow n$ **while** $N \neq 0$ **do** **if** N is even **then** $X \leftarrow X \times X$ $N \leftarrow N/2$ **else** $y \leftarrow y \times X$ $N \leftarrow N - 1$ **end if****end while** $\triangleright N$ is odd