Day 1 Assignment

1. Begin

Numeric age

Display “Enter your age:”

accept age

IF age>= 18

Display “Eligible to Vote.”

ELSE

Display “Not Eligible to vote.”

End

1. Step 1: Start

Step 2: Declare a variables num and i.

Step 3: Declare a variable flag and assign it to 0

Step 4: Read value for variable num.

Step 5: If (num=1 || num=2) #if the number is 1 or 2

Display num+” is Prime number.”

Else #if the number is not 1 or 2

For(i=2; i<num; i++) #checking if the number is divisible by any other number which is les than the given number

If(num %i==0) #if divisible flag is increamented to 1

flag++

If(flag==1)

Display num+” is Not a Prime number.”

Else

Display num+”is Prime number.”

Step 6: Stop.

1. Begin

Numeric num1, rev, rem

Assign rev=0

Display “Enter the number to reverse”

accept num1

WHILE ( num1!=0)

rem = num1%10

rev= rev\*10+rem

num= num/10

Display rev+ “ is the reversed number”

End

1. Step 1: Start

Step 2: Declare a variable num and fact.

Step 3: Read integer value for num.

Step 4: Multiply the digits from 1 up to num and assign it to fact

Fact <- 1\*2\*3\*---\*num-1\*num

Step 5: Display fact

Step 6: Stop

1. Begin

Character Array arr1=”CITIUSTECH”

Numeric i=0, vowels=0

For each character in arr1,

Do{

if (arr1[i].toupper() = a||e||i||o||u)

vowels= vowels+1

}

Display “There are”+vowels+”vowels in the given string”

End

1. Step 1: Start

Step 2: Declare a variable age of type Integer.

Step 3: Read value for age.

Step 4: Check if age >=18

Step 5: If age >=18, Display “Eligible for Voting”

Step 6: Else Display “Not Eligible for Voting”

Step 7: Stop

Step 1: Start

Step 2: Declare variables num, rev=0, rem=0;

Step 3: Read value for num from user.

Step 4: While num is not equal to 0

Divide num from 10 and assign remainder value to rem.

rem<-num%10

Multiply rev value with 10 and add remainder value to rev.

rev=rev\*10+rem

Divide the num from 10 and assign the quotient value to num.

num=num/10

Step 5: Display rev value for reversed number.

Step 6: Stop