

Algorithms and Flowcharts

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A white rectangular sticky note is attached to a light-colored wooden surface. The note has a small piece of clear adhesive tape at the top center. The bottom-left corner of the note is folded over. The text 'DECISION STRUCTURES' is printed in a bold, blue, sans-serif font, centered on the note.

DECISION STRUCTURES

Contents

- x **Relational/Comparison Operators**
- x **What are Decision structures!?**
- x **If–then–else structure**
- x **Loop (Repetition)**
- x **Examples**



Exercise

- x Write an algorithm and draw a flowchart that prints a double number of the inputted value.

Relational/Comparison Operators

Comparison Operators	
Operator	Description
>	Greater than
<	Less than
=	Equal to
≥	Greater than or equal to
≤	Less than or equal to
≠	Not equal to

Decision structures

- x The expression $A > B$ is a logical expression
- x it describes a **condition** we want to test
- x **if $A > B$ is true (if A is greater than B)** we take the action on left
- x print the value of A
- x **if $A > B$ is false (if A is not greater than B)** we take the action on right
- x print the value of B

If–then–else structure

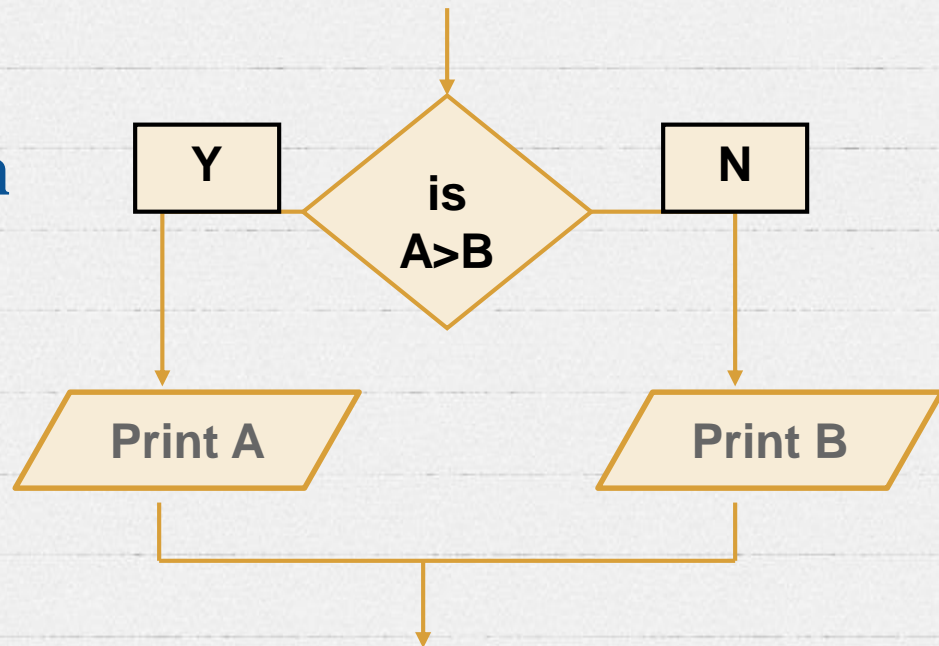
x The structure is as follows

```
If condition then  
    true alternative  
else  
    false alternative  
endif
```

If-then-else Structure

x The algorithm for the flowchart is as follows:

**If $A > B$ then
 print A
else
 print B
endif**



Example 1

- x Write an algorithm and draw a flowchart that reads two values, determines the largest value and prints the largest value with an identifying message.

Example 1

□ Algorithm:-

Step 1: start

Step 2: *Input* VALUE1, VALUE2

Step 3: *if* (VALUE1 > VALUE2) *then*
 MAX ← VALUE1

else

 MAX ← VALUE2

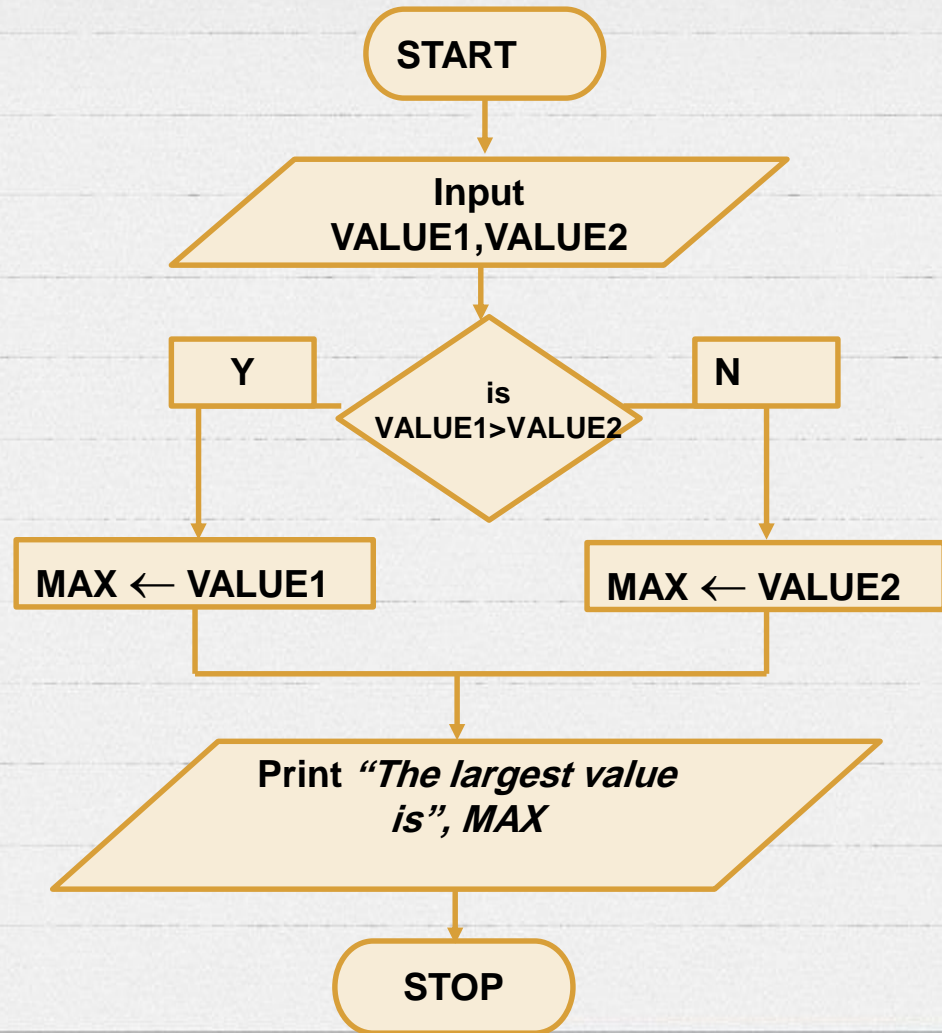
endif

Step 4: *Print* "The largest value is", MAX

Step 5: *end.*

Example 1

□ Flowchart:-



Example 2

- x Write an algorithm and draw a flowchart to determine a student's final grade and indicate whether it is passing or failing.
- x The final grade is calculated as the average of four marks.
if average is **below 50** Print "**FAIL**"
else Print "**PASS**"

Example 2

□ Algorithm:-

Step 1: Start

Step 2: Input M1,M2,M3,M4

Step 3: $\text{Average} \leftarrow (M1+M2+M3+M4)/4$

Step 4: if (Average < 50) then

 Print "FAIL"

else

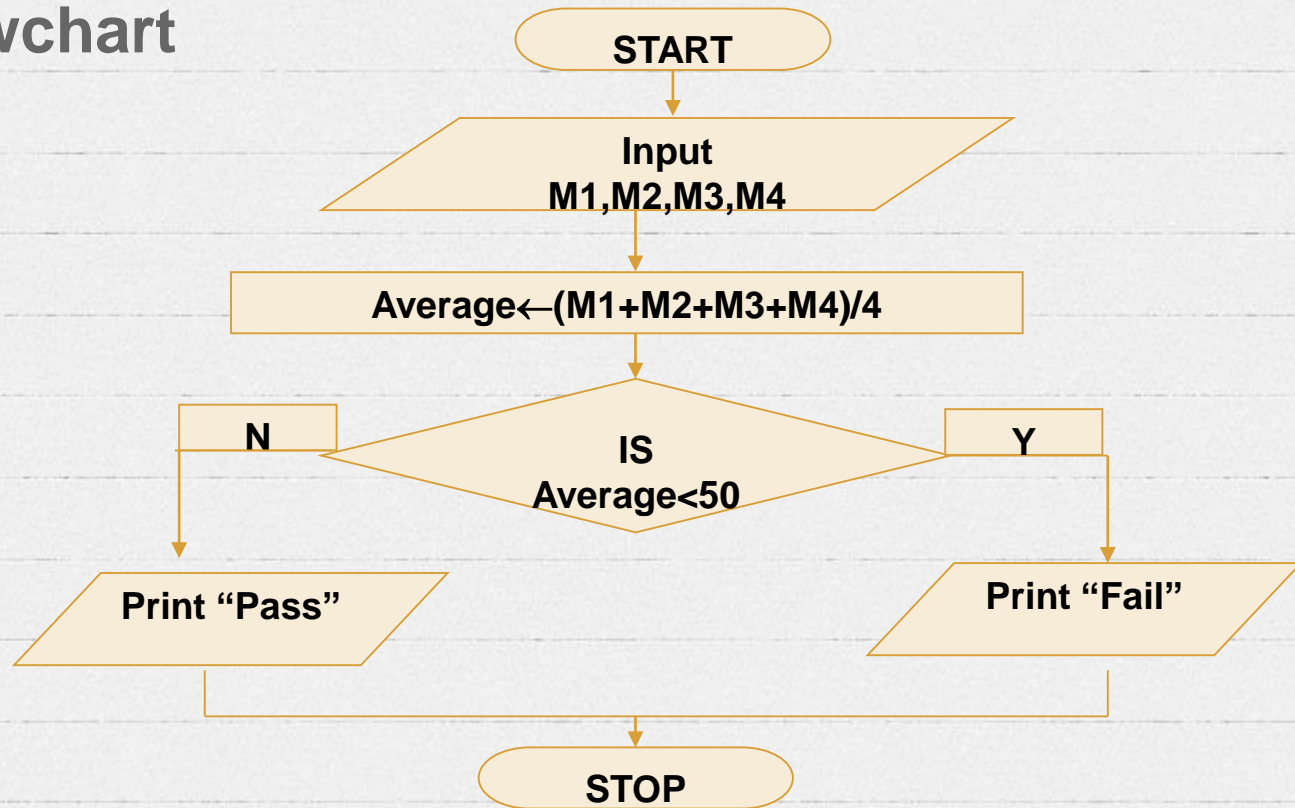
 Print "PASS"

endif

Step 5: End.

Example 2

□ Flowchart





Loop (Repetition)

Loop (Repetition)

- x The *loop* allows a statement or a sequence of statements to be repeatedly executed based on some loop condition.
- x It is represented by the 'while' and 'for' constructs in most programming languages, for unbounded loops and bounded loops respectively.
- x Unbounded loops refer to those whose number of iterations depends on the eventuality that the termination condition is satisfied; bounded loops refer to those whose number of iterations is known before-hand.

Flowchart for a Loop

Loop or repetition structure flowchart:

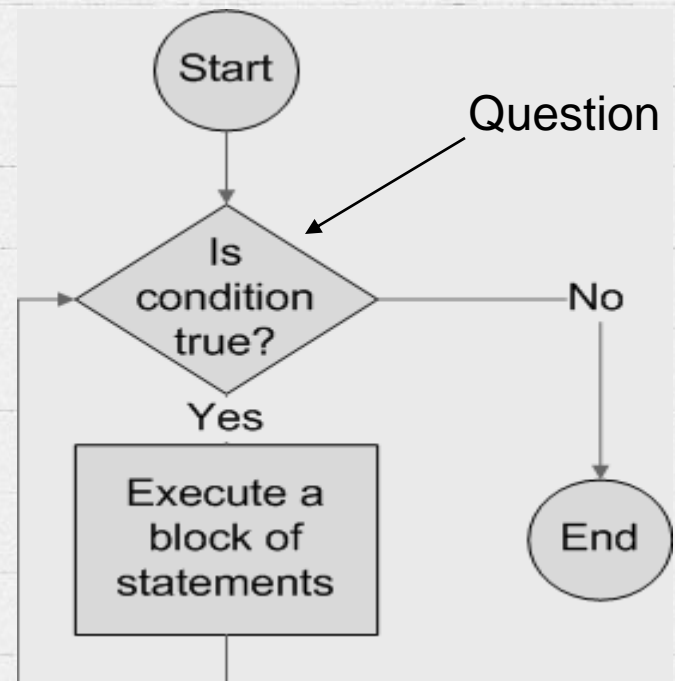
Ask a question

Answer is "Yes"

Execute the loop

Answer is "NO"

Exit the loop



Loop (Repetition): Examples

- × **Problem1:** Write an algorithm and draw a flowchart to find the sum of numbers from 1 to 100

Step 1: Start

Step 2: $i \leftarrow 1$ and $SUM \leftarrow 0$

Step 3: **SUM** \leftarrow **SUM** + i

Step 4: $i \leftarrow i + 1$

Step 5: **If** ($i \leq 100$) then **go to** step 3
else

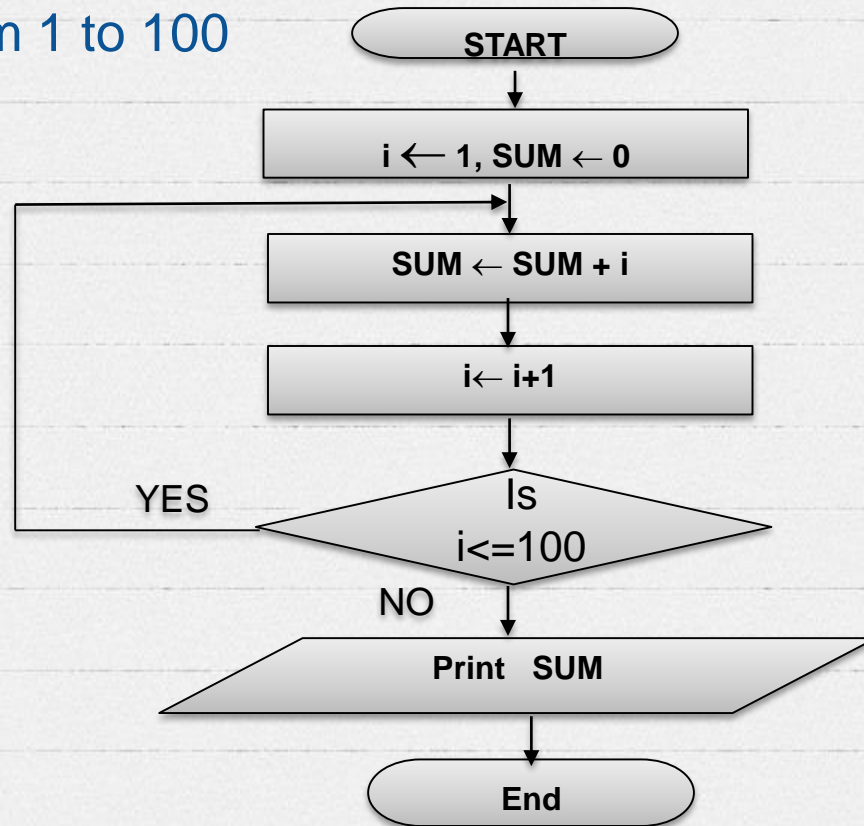
print SUM

Step 6: End

Loop (Repetition): Examples

- × **Problem1:** Write an algorithm and draw a flowchart to find the sum of numbers from 1 to 100

Flowchart



Loop (Repetition): Examples

x *Another Solution for problem 1*

Step 1: Start

Step 2: $i \leftarrow 1$ and $SUM \leftarrow 0$

Step 3 : **If** ($i \leq 100$) **then**

SUM \leftarrow **SUM** + i

$i \leftarrow i + 1$

go to step 3

else

print SUM

Step 4: End

Loop (Repetition): Examples

- × **Problem2.** Write an algorithm to print even numbers between 0 and 99

Step 1: Start

Step 2: $i \leftarrow 0$

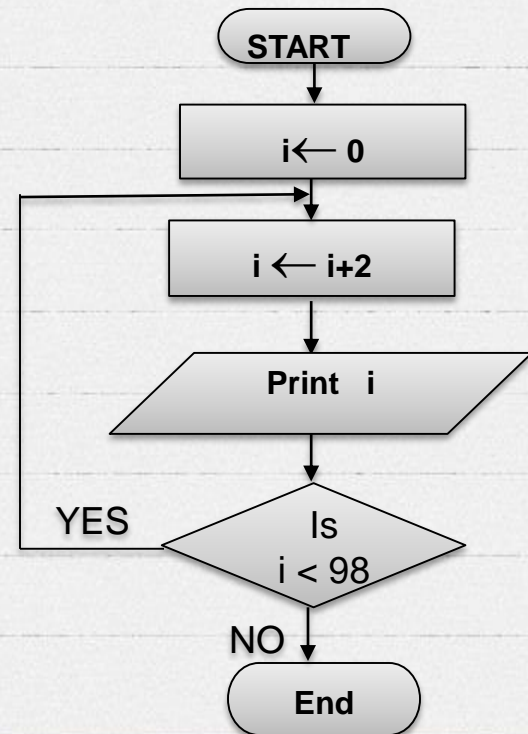
Step 3: $i \leftarrow i+2$

Step 4: **Print i**

Step 5: **If** ($i < 98$) then **go to**
step 3

Step 6: End

Flowchart



Loop (Repetition): Examples

x *Another Solution for problem 2*

Step 1: Start

Step 2: $i \leftarrow 0$

Step 3: $i \leftarrow i+1$

Step 4: If ($i < 99$) then
 if ($i \% 2 = 0$)
 print i
 go to step 3
 else
 go to step 3

Step 5: End

Assignment 2

- 1) Write an algorithm and draw a flowchart to enter a number and displays whether the number is **odd** or **even**.
- 2) Write an algorithm and draw a flowchart to enter a number and displays Its **absolute value**
- 3) Write an algorithm and draw a flowchart to find **average** of **n** numbers
- 4) Write a an algorithm that print the following set of numbers:
0, 10, 20, 30, 40, 50,.....1000

Thanks!

