DSA

Day 1

Programming

Program → (set of instruction)

Code → Compiler → Computer (0/1)

Problem

→ Read and understand
→ Prepare a list what is provided
→ Approach
→ Programming } optimise code

Flow Chart

→ Terminator (Start) or (End)

→ I/O Block /read n/ or /print/

→ process Block [ ] → calculation / process

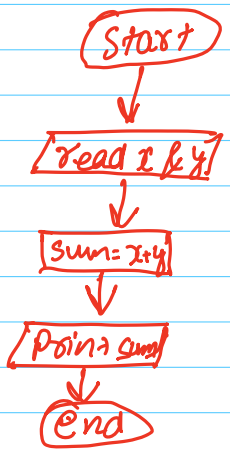
→ Decision Block ◇ (with condition)

→ arrow ↑↓ to show flow

→ Connector (A) functions

→ Pseudocode (Fake)

eg-1) Flow chart for adding two numbers



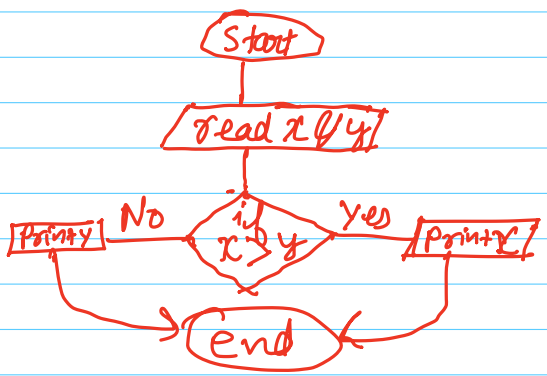
→ I/O block

→ process block

→ I/O block

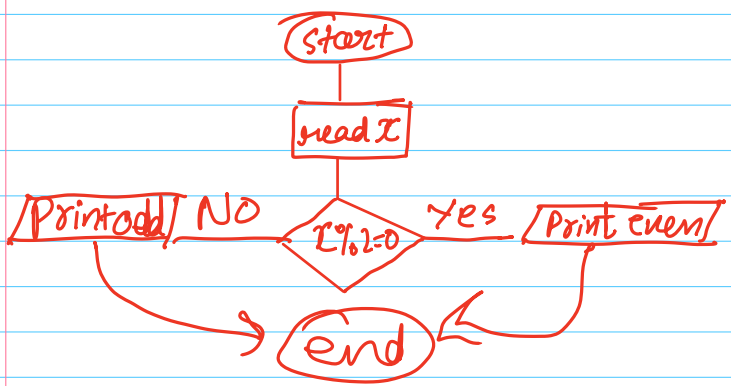
→ Pseudocode
- → read x and y
- → sum = x+y
- → print sum

eg 2 Max of two numbers

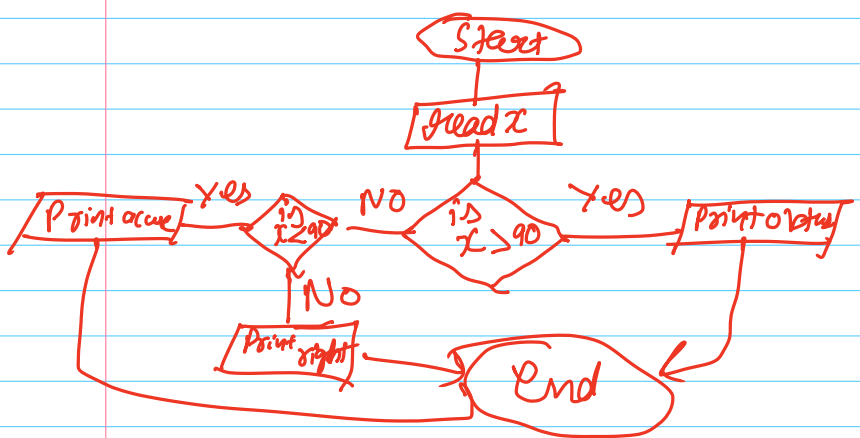


Pseudocode
- → Read x & y
- → if x > y
- → print x
- → else
- → print y

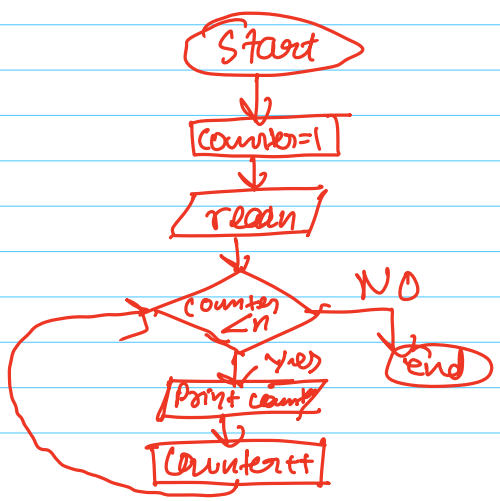
eg3 PROD is NO even or odd



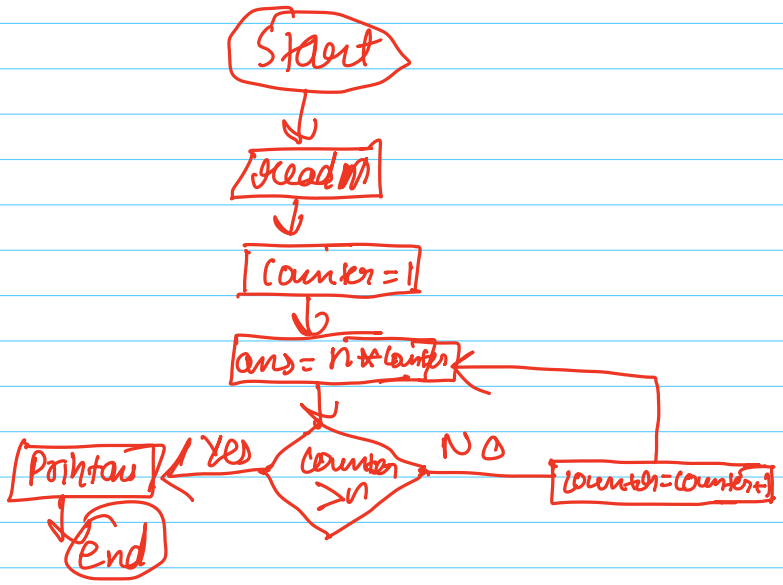
eg4 Angle is acute, obtuse, right



eg 5 → Print Count till n



eg6 Factorial of a no



eg7 Prime no