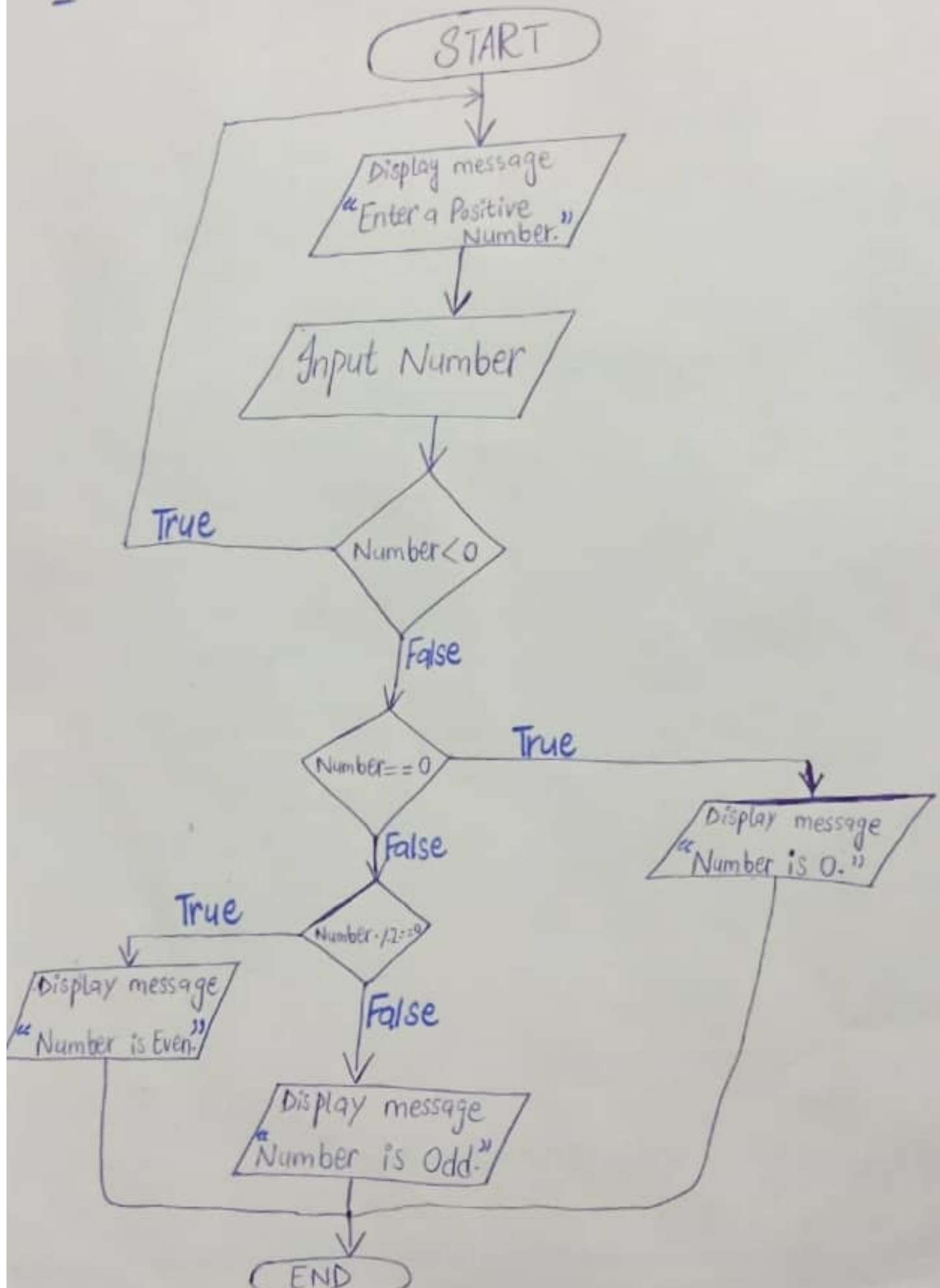


Q:1 Flowcharts:



Finding a number is even, odd or zero. (Suppose given Number is "5")

Start



Input Number = 5



Condition

Is Number ≤ 0 , \Rightarrow Is $5 < 0$



Condition

Is $5 == 0$



Condition

Is $5 \% 2 == 0$



5 is Odd



End

Q:2 Algorithm

- Step 1: START
- Step 2: Declare 3 variable a, b and x.
- Step 3: Import Scanner object.
- Step 4: Display message "Enter minimum value."
- Step 5: Assign minimum value to variable a.
- Step 6: Display message "Enter maximum value."
- Step 7: Assign maximum value to variable b.
- Step 8: While $a \geq b$ display message "a should be less than b." and goto step-4 otherwise goto step-9.
- Step 9: Display message "Enter value of x."
- Step 10: Check if $x \geq a$ and $x \leq b$ then goto step-11 otherwise goto step-12.
- Step 11: Display message "The number is in Range."
- Step 12: Display message "The number is not in Range."
- Step 13: End
-

Q:3 Pseudocodes

Q:1

Import Scanner

```
do { S.o.p ("Enter a number")
```

```
int a = in.nextInt()
```

```
} while (a < 0)
```

```
if (a == 0) {
```

```
    S.o.p ("Number is 0.")
```

```
} else if (a % 2 == 0) {
```

```
    S.o.p ("Number is Even")
```

```
}
```

```
else {
```

```
    S.o.p ("Number is Odd.")
```

```
}
```

```
end
```

Q:2

Import Scanner

do {

S.O.P (Enter min value)

int a = in.nextInt()

S.O.P (Enter max value)

int b = in.nextInt()

} while (a >= b)

S.O.P (Enter value you want to check)

int x = in.nextInt()

if (x < a || x > b) {

S.O.P (The number is not in Range)

} else {

S.O.P (The number is in Range)

}

end
