

Activity No. 1

Hands-on Activity 1.1: Using Pseudo-code Statements and Flowchart Symbols

Course Code: CPE 007

Program: Computer Engineering

Course Title: Data Structures and Algorithms

Date Performed: Aug 1, 2025

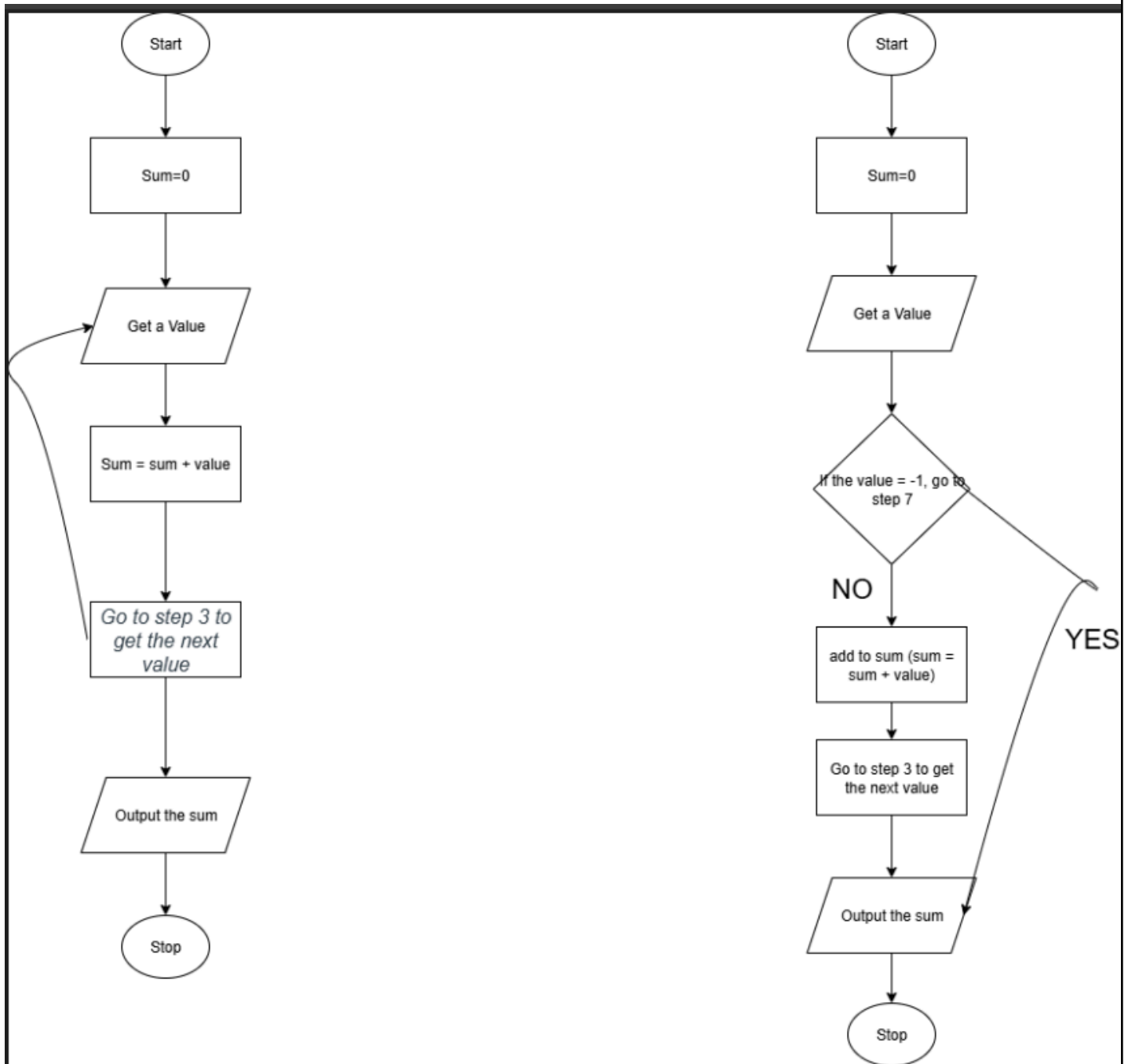
Section: CPE11S1

Date Submitted: Aug 1, 2025

Name(s): Cenar, Marqui Joshua

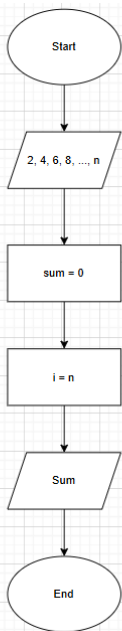
Instructor: Jimlord

6. Output

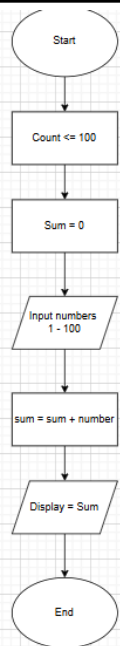


7. Supplementary Activity

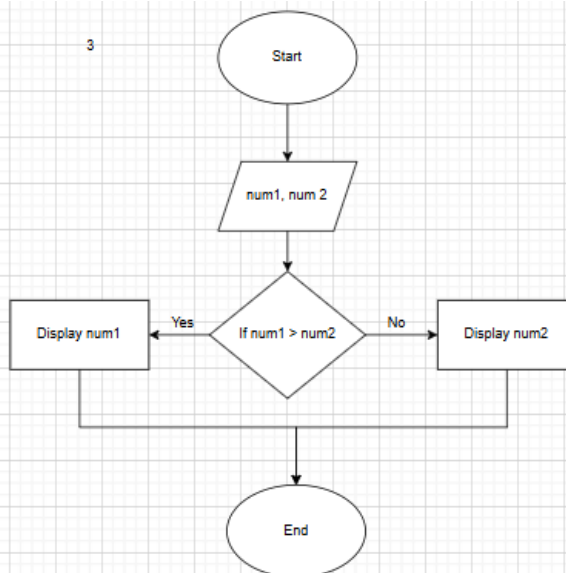
1.



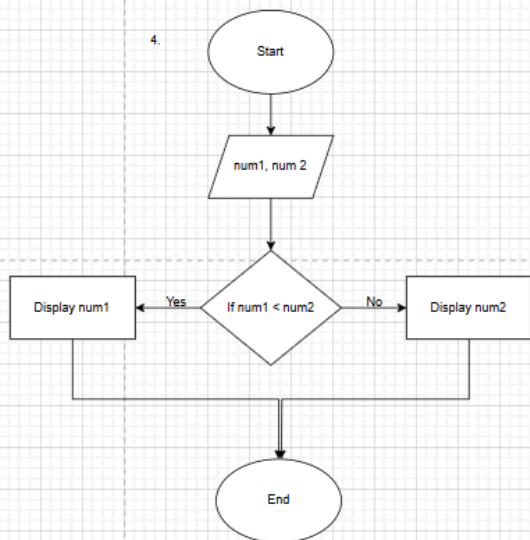
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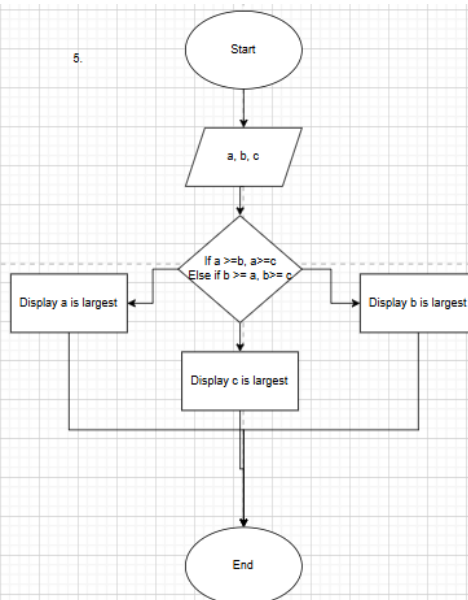
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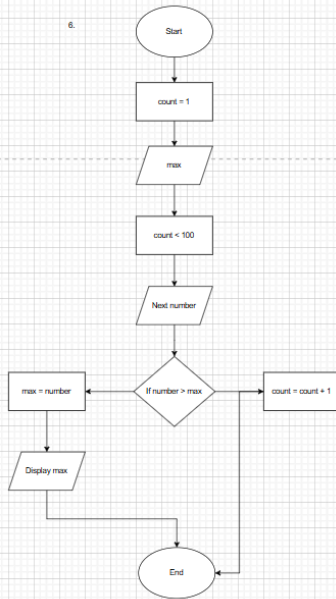
4.



5.



6.



8. Conclusion: I discovered that pseudocodes and flowcharts help me plan and understand how a program works before actually writing down the codes. Each step makes it easier to understand and acts as a guide for me to clearly see how the program works. I can avoid mistakes while making these as it serves as a practice before coding the real thing.

9. Assessment Rubric

<p>SO 7 PI 3</p> <p>IILO4 Utilize lifelong learning skills in pursuit of personal development and excellence in professional practice.</p> <p>threshold: 4.8 pts</p>	<p>6 pts</p> <p>Excellent Synthesizes and integrates information from a variety of sources; formulates a clear and precise perspective; draws appropriate conclusions</p>	<p>5 pts</p> <p>Good Evaluate information from a variety of sources; formulates a clear and precise perspective.</p>	<p>4 pts</p> <p>Satisfactory Analyze information from a variety of sources; formulates a clear and precise perspective.</p>	<p>3 pts</p> <p>Unsatisfactory Apply the gathered information to formulate the problem</p>	<p>2 pts</p> <p>Poor Gather and summarized the information from a variety of sources but failed to formulate the problem</p>	<p>1 pts</p> <p>Very Poor Gather information from a variety of sources</p>	6 pts
<p>SO 7 PI 4</p> <p>IILO4 Utilize lifelong learning skills in pursuit of personal development and excellence in professional practice.</p> <p>threshold: 4.8 pts</p>	<p>6 pts</p> <p>Excellent Ideas are combined in original and creative ways in line with the new and emerging technology trends to solve a problem or address an issue.</p>	<p>5 pts</p> <p>Good Ideas are creative and adapt the new knowledge to solve a problem or address an issue</p>	<p>4 pts</p> <p>Satisfactory Ideas are creative in solving a problem, or address an issue</p>	<p>3 pts</p> <p>Unsatisfactory Shows some creative ways to solve the problem</p>	<p>2 pts</p> <p>Poor Shows initiative and attempt to develop creative ideas to solve the problem</p>	<p>1 pts</p> <p>Very Poor Ideas are copied or restated from the sources consulted</p>	6 pts
Total Points: 24							