Logic Building Session
Day 1: Mar 2022
Session 1

Kiran Waghmare

EXAMPLE OF PSEUDOCODE

1. Start
2. Read quantity
3. Read price_per_kg
4. price ← quantity * price_per_kg
5. Print price
6. End

Pictorial Diagrams (Flow Charts)

-graphical representation of

-the sequence of operations in a program

Start/End

Process

Input/Output

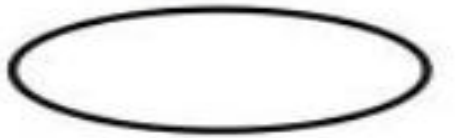
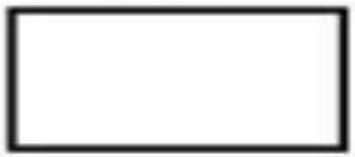
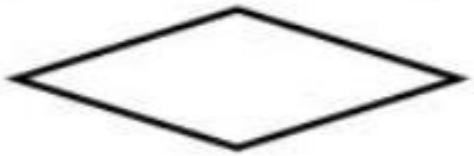
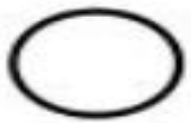
Decision Box

Flow of activity

connector

Kiran Waghm...

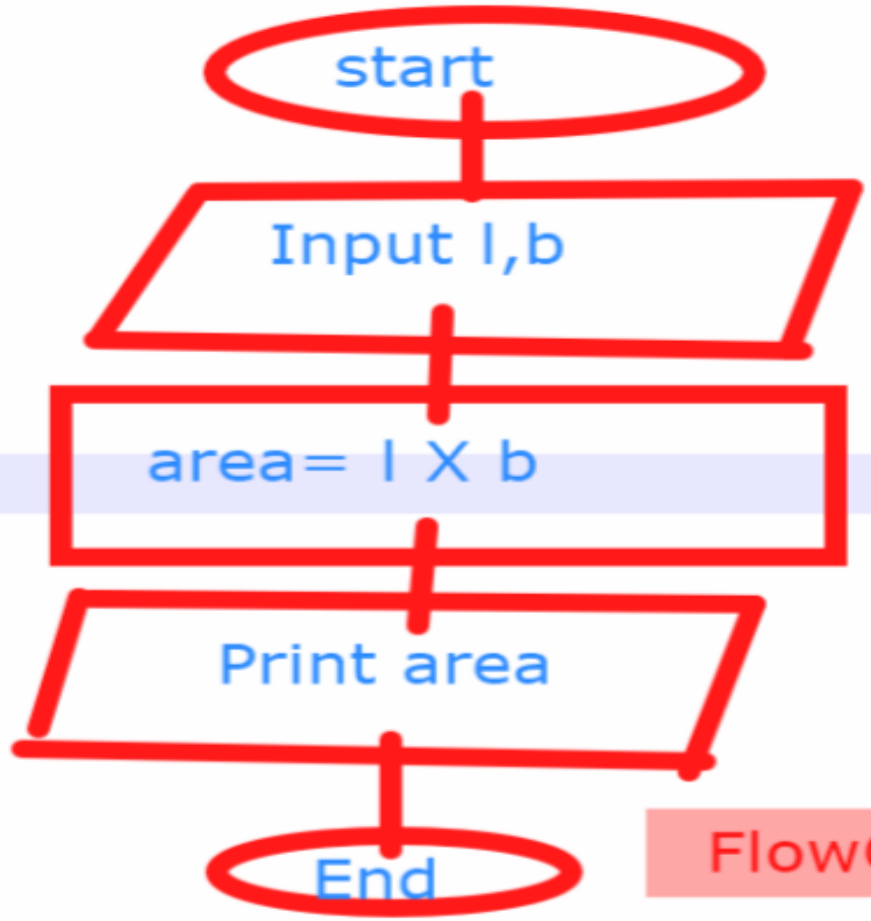
FLOWCHART NOTATIONS

Symbol	Semantic
	Start/End
	Process
	Input/Output
	Test
	Connector
	Flow of activities

Pictorial Diagrams (Flow Charts)
- -graphical representation of
- -the sequence of operations in a program

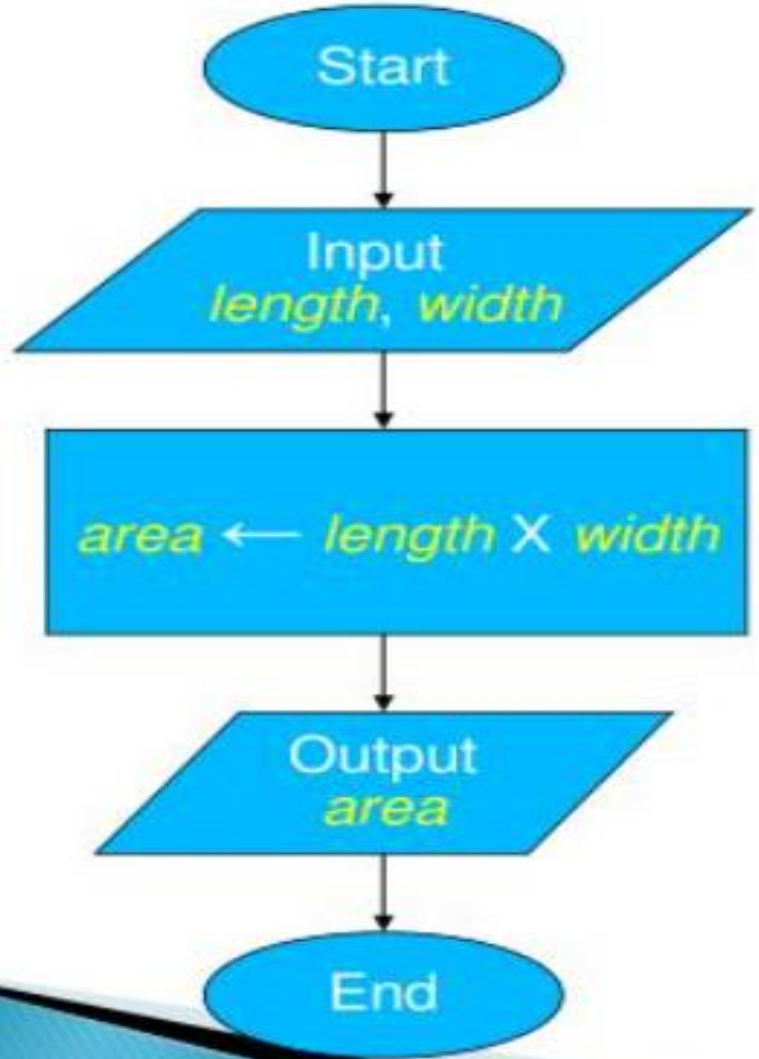
Step 1: Start the program
Step 2: Input l, b
l=100, b=110
Step 3: Var area
area:= l * b
Step 4: Print area
step 5: End

Algorithm



FlowChart

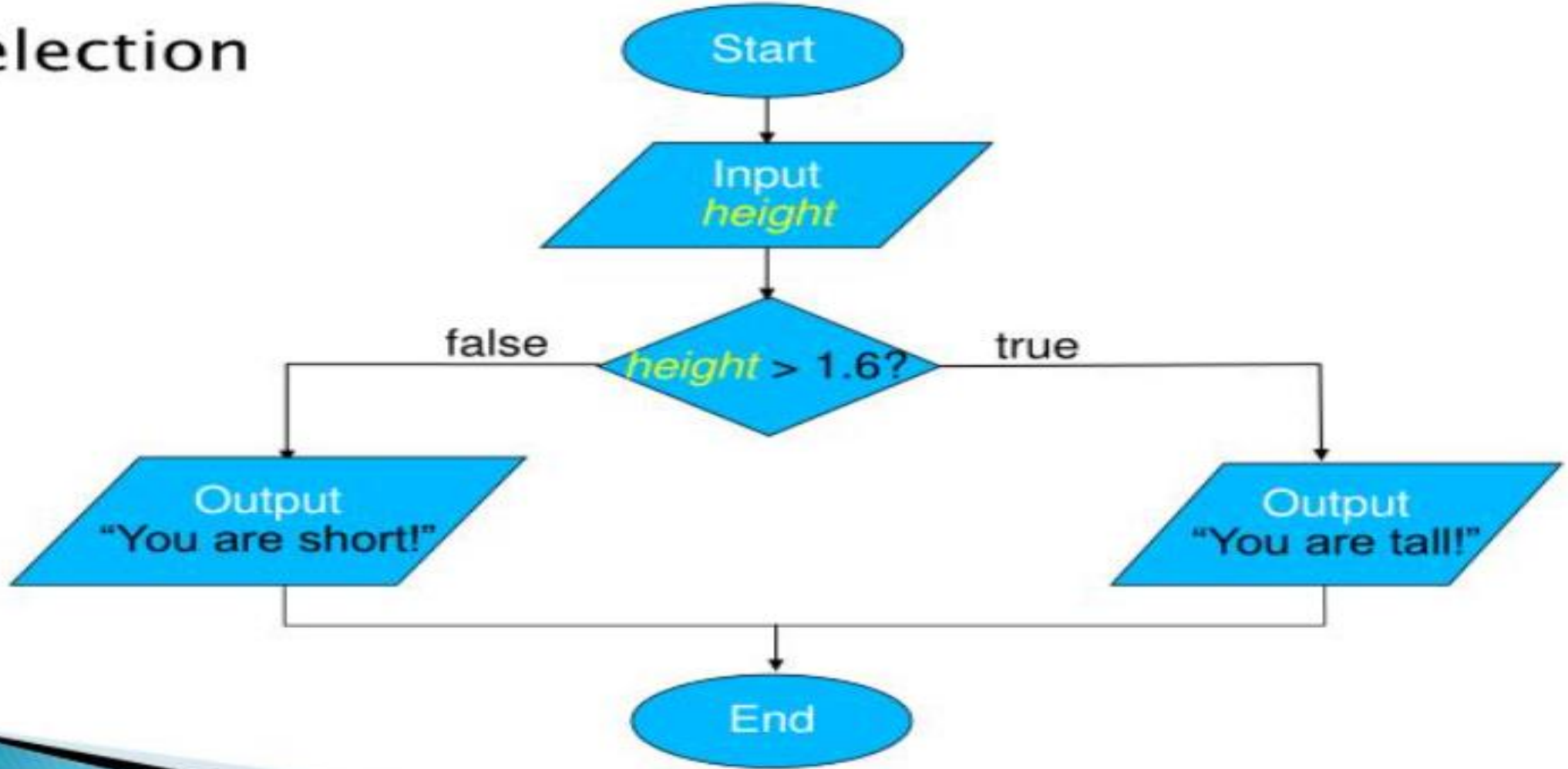
FLOWCHART: EXAMPLE 2



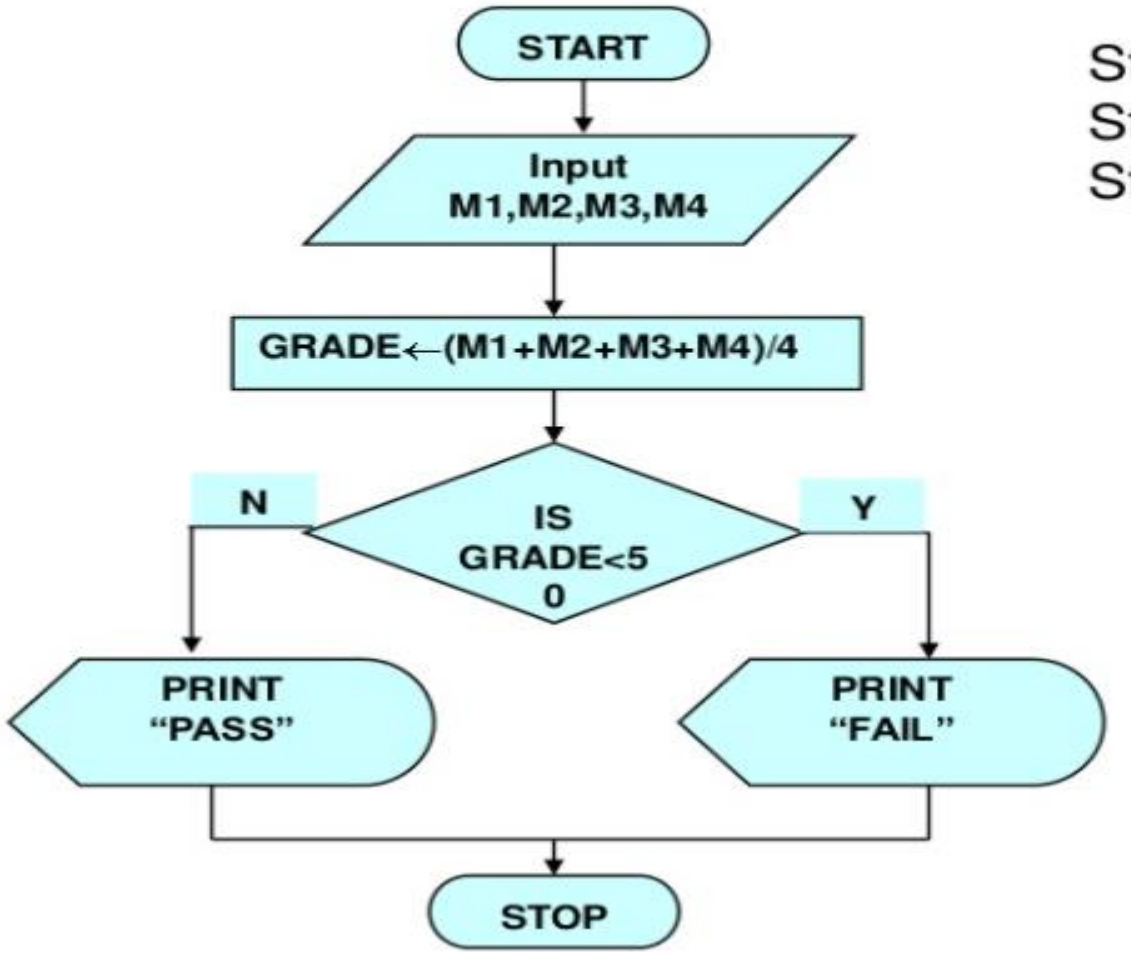
- ***length***, ***width*** and ***area*** are referred to as variables.
- A variable is like a box in which a value can be stored

FLOWCHART: EXAMPLE 3

- Selection



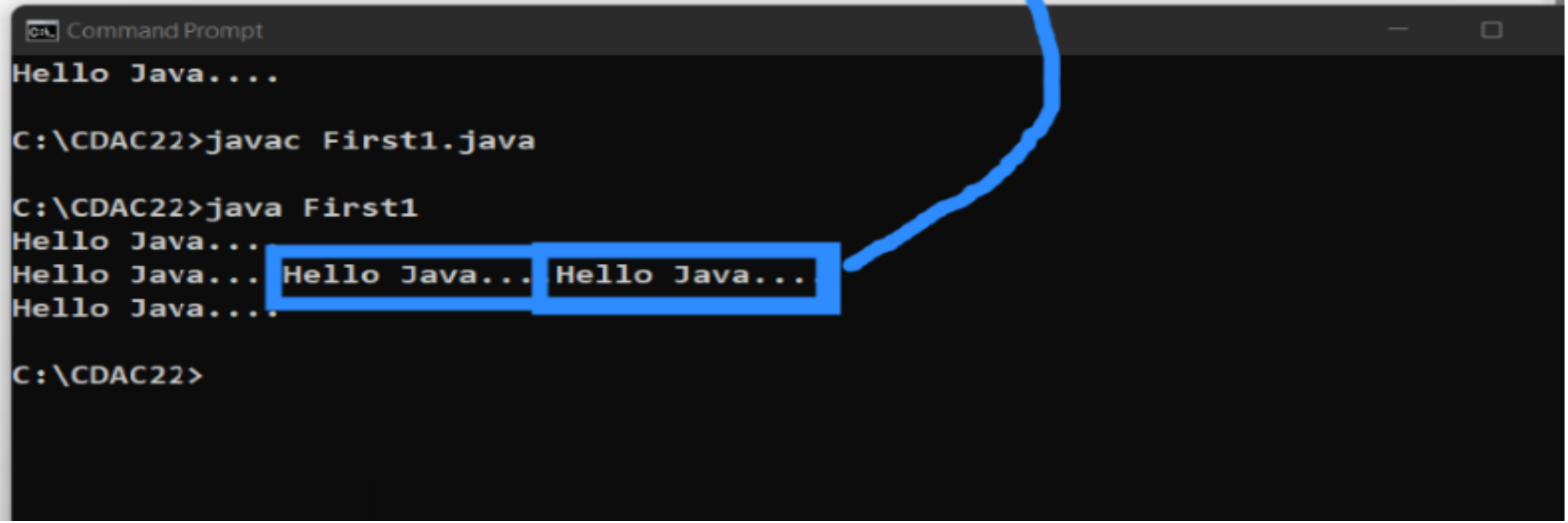
EXAMPLE 1



Step 1: Input M1,M2,M3,M4
Step 2: GRADE ← (M1+M2+M3+M4)/4
Step 3: if (GRADE <50) then
Print "FAIL"
else
Print "PASS"
endif

```java
class First1
{
    public static void main(String args [])
    {
        System.out.println("Hello Java....");
        System.out.print("Hello Java....");
        System.out.print("Hello Java....");
        System.out.println("Hello Java....");
        System.out.println("Hello Java....");

    }
}
```



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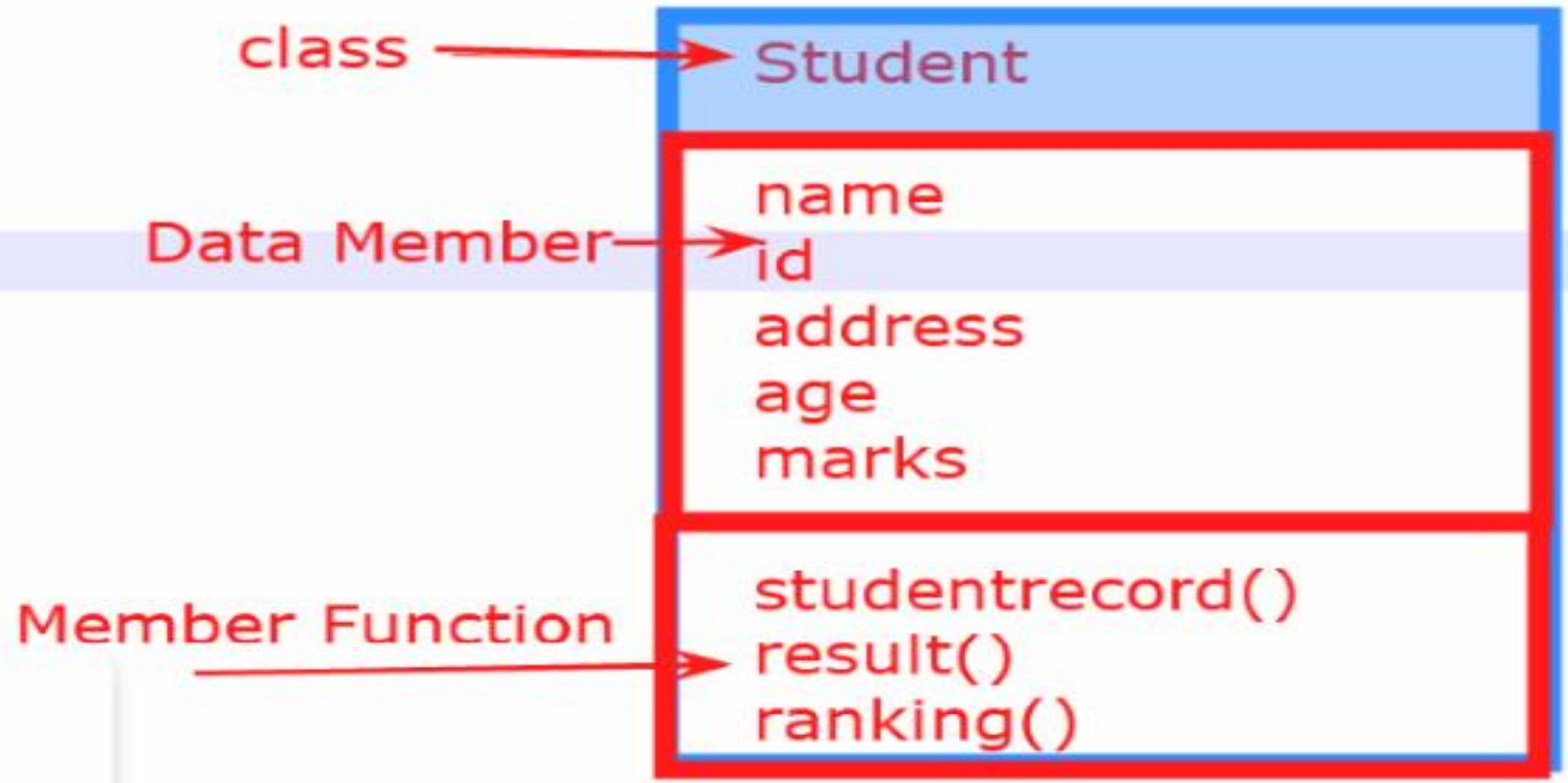
    }
}
```

Class & Object



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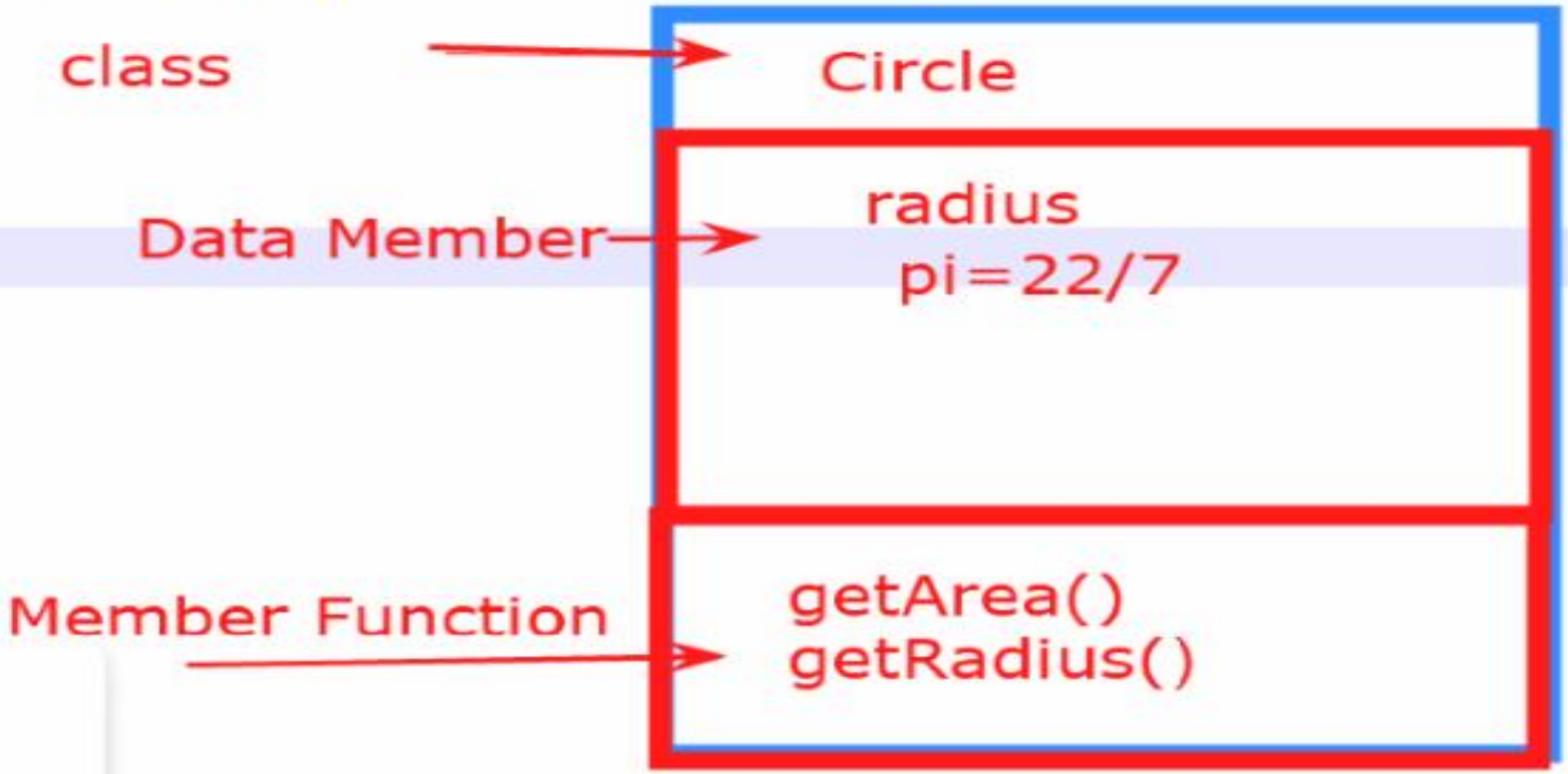
        System.out.print("Hello Java....");
        System.out.print("Hello Java....");
        System.out.println("Hello Java....");
        System.out.println("Hello Java....");

    }
}
```

Class & Object



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        System.out.print("Hello Java....");
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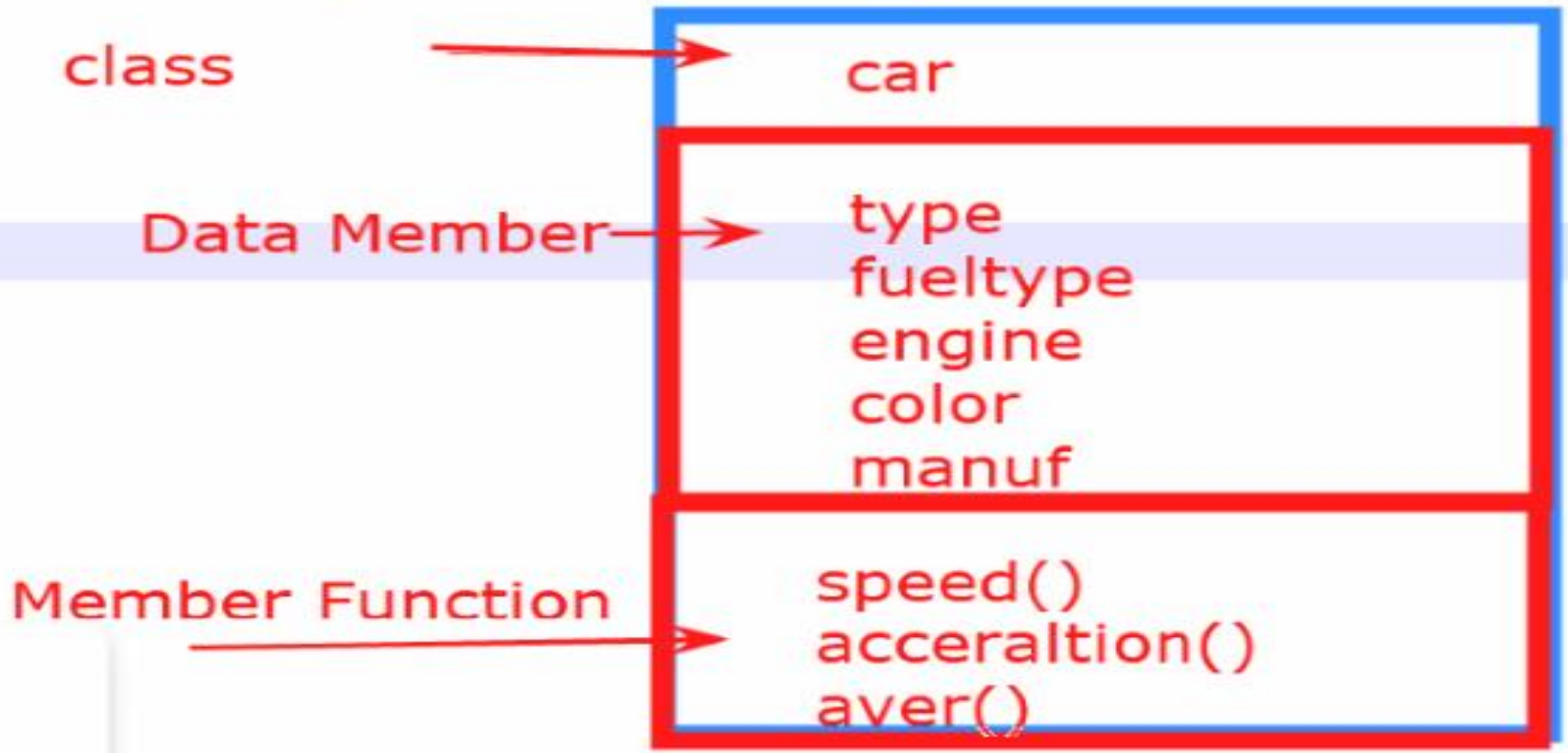
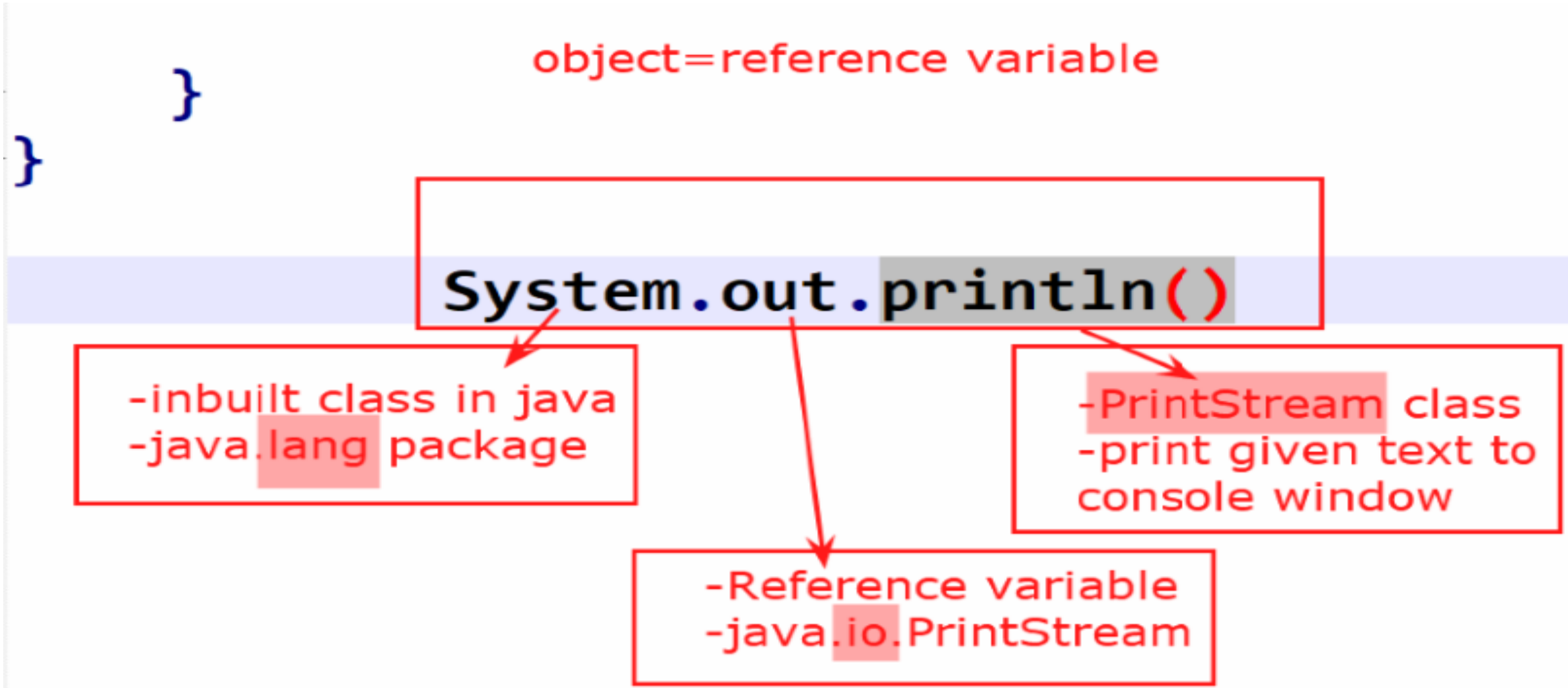
        System.out.println("Hello Java....");

    }
}
```

Class & Object




object=reference variable
}
}
System.out.println()
-inbuilt class in java
-java.lang package
-Reference variable
-java.io.PrintStream
-PrintStream class
-print given text to
console window