



### Instruction:

6. Design the algorithm for a program that obtain the length and width of a rectangle from the user. Calculate and output the area. If the length and width are equal, output a message indicating that the figure is a square. Make a list of variables, draw the flowchart, and perform a desk check using the following: 4, 8, 5, 5.

### Pseudocode:

**START PROGRAM:** Get the length and width of a rectangle.

#### **DECLARE**

length = 0, width = 0, area\_square = 0,  
area\_rectangle = 0

#### **GET**

length = int (input ("Insert a value for the length \n"))  
width = int (input ("Insert a value for the width \n"))

#### **IF** (length == width):

area\_square = length \* width

**PRINT** ("The figure is a square with an area of:",  
area\_square)

#### **ELSE:**

area\_rectangle = length \* width

**PRINT** ("The figure is a rectangle with an area of:",  
area\_rectangle)

#### **END PROGRAM**

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