

Computational Thinking?

Session-2







Were you able to finish pre-class work for Computational

Thinking?







Table of Contents



- ► Algorithm
- Pseudocode
- ► Flowchart





4 Algorithm



Review

Algorithm

- ► Step by step
- Clearly defined
- One simple job at a time
- Instruct computer what to do









- START
- Fetch a tea cup
- Add 300 ml of water to the kettle
- Boil the water until the kettle switches itself off
- Place a new tea bag into the bottom of the cup
- Pour 200 ml of boiling water from the kettle, into the cup

- Leave the tea bag to stew for 10 seconds
- Use a metal spoon to stir the tea bag for 3 seconds

ro residuncions sent the snoon remove the teahan from the cun

Example



- This example describes the route
 - a person will take to leave the house
 - and
 - go to work
 - and
 - what they will do first when entering the workplace.



Example

- Get out of home
- Walk to the bus stop
- Wait for the bus at the stop in the direction you are going
- Get on the bus when your bus arrives
- Put your ticket in the ticket box
- Walk back when you're close to where you're landing
- Press the warning light indicating that you will descend
- Get off when the bus stops
- Walk to your workplace
- Enter through the entrance door of the workplace
- Say hello to your coworkers
- Wear work clothes
- Start your job











Let's discuss and try to predict what does pseudocode mean!





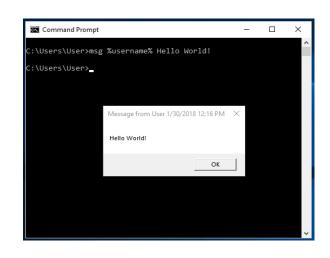


- Pseudocodes are one of two popular ways to represent an algorithm.
- Pseudocode is an informal way of representing a computer program or an algorithm.
- It looks like a programming language though, it should be written in a programming language for it to be executed. It's language-agnostic.
- Writing pseudocode is basically writing what you want your programm to do in English.
- Aims to mimic the general style of a programming language





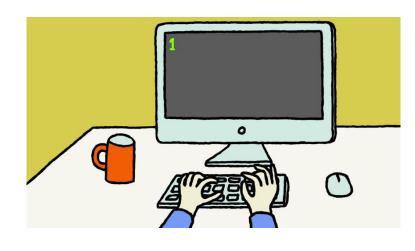
```
OUTPUT 'What is your name?'
INPUT user inputs their name
STORE the user's input in the name variable
OUTPUT 'Hello' + name
OUTPUT 'How old are you?'
INPUT user inputs their age
STORE the user's input in the age variable
IF age >= 70 THEN
   OUTPUT 'You are aged to perfection!'
ELSE
   OUTPUT 'You are a spring chicken!'
```







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Keyword



There are these keywords that are widely used, you can use your own keywords, but these are the most frequently used amongst other computer programmers and should not be used as variable names.

START, BEGIN: This is the start of your pseudocode.

INPUT: This is data retrieved from the user through the input device.

READ, GET: This is used when reading data from a data file.

PRINT, DISPLAY, SHOW, OUTPUT: This will show your output to a screen.

COMPUTE, CALCULATE: To calculate the result of the expression.

SET, INIT: To initialize values

INCREMENT, BUMP: To increase the value of a variable

DECREMENT: To reduce the value of a variable

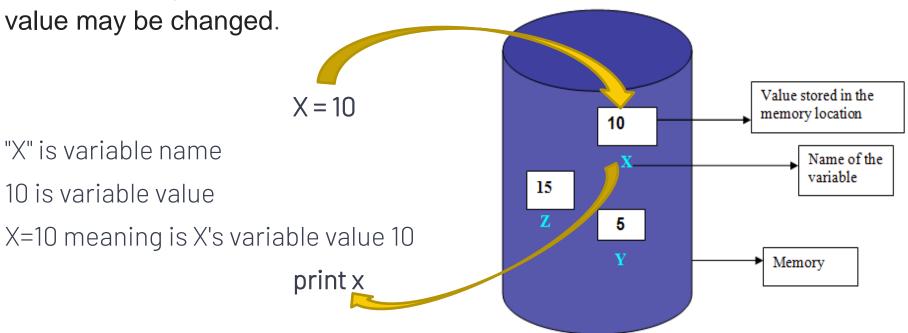
END: This is the end of your pseudocode



Variable



Variable is a symbolic name associated with a value and whose associated





Arithmetic Operators



OPERATOR	MEANING Addition	
+		
-	Subtraction	
*	Multiplication	
/	Division	
%	Modulo Division	

In addition to these, there may be other arithmetic operators specific to the programming language you are using.



Example



A pseudocode that outputs the sum of two numbers.

START

PRINT "enter first number"

INPUT number1

PRINT "enter second number"

INPUT number2

sum=number1+number2

PRINT sum

END



Example

START

PRINT "enter first number"

INPUT number1

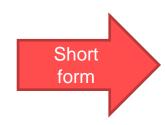
PRINT "enter second number"

INPUT number2

sum=number1+number2

PRINT sum

END





INPUT "enter first number",number1
INPUT "enter second number",number2
sum=number1+number2

PRINT sum

START

END

START

INPUT number1 ,number2 sum=number1+number2

PRINT sum

END









Let's write a pseudocode for calculating Mary's wage.

Inputs: hours and rate

Output: pay



Question



Let's write a pseudocode for calculating Mary's wage.

Inputs: hours and rate

Output: pay

START

INPUT hours, rate

pay=hours * rate

OUTPUT pay

END



Decision / Condition



A decision structure is a construct in a computer program that allows the program to make a decision and change its behavior based on that decision.

- ▶ IF
- ► IF... ELSE...
- ► IF...ELSE IF...ELSE







This keyword is used if a certain condition has to be met for the upcoming block to be executed.

If condition

[Then][statements]

False

End If

each condition has two possibility

True / False

As you can see we also use indentation in order to declare that "smile" is being executed inside the if statement above it.





For example:

IF you are happy

Then smile



Comparison Operators



Comparison Operators

Operator	Meaning Equal to	
==		
!=	Not equal to	
>	Greater than	
<	Less than	
>=	Greater than or equal to	
<=	Less than or equal to	

In addition to these, there may be other arithmetic operators specific to the programming language you are using.







Operators	Meaning	Example	Result
<	Less than	5<2	False
>	Greater than	5>2	True
<=	Less than or equal to	5<=2	False
>=	Greater than or equal to	5>=2	True
==	Equal to	5==2	False
!=	Not equal to	5!=2	True







```
Condition is True

number = 10

if number > 0:

if code

# code

# code after if

Condition is False

number = -5

if number > 0:

# code

# code

# code
```



IF...ELSE...



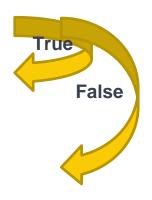
If condition Then

statements

Else

[else statements]

End If





IF...ELSE...



IF you are tired

Then rest

ELSE

Keep working



IF... ELSE IF..... ELSE

```
If condition
 Then ] [ statements ]
Elself elseifcondition
 Then | elseifstatements | |
Elself elseifcondition
Else
elsestatements ]
End If
```



IF... ELSE IF... ELSE



IF you are tired

Then rest

ELSE IF you are stressed

Then relax

ELSE

Keep working



IF... ELSE IF... ELSE



IF you are tired

Then rest

ELSE IF you are stressed

Then relax

ELSE

Keep working



IF... ELSE IF... ELSE



```
If you are happy smile else if you are angry
```

Calm down

else

try to be happy



Exercise



Write a pseudocode that takes a number as an input and prints true if it is greater than 10 and false otherwise.



Exercise

```
INPUT num

if num > 10

print "true"

else

print "false"
```







Let's write a pseudocode for calculating Mary's wage.

Inputs: hours and rate

Output: pay



```
START
INPUT hours, rate
IF hours < 40
        pay=hours * 40
ELSE
        pay =40 * rate + (hours - 40) * rate * 1.5
PRINT pay
END
```





Takes a number and show is the number positive, negative or neutral?





START

Input number

IF number>0

print 'positive'

ELSE IF number<0

print 'negative'

ELSE

print 'negative'

END





Find the largest of the 3 entered numbers.







```
START
INPUT a,b,c
big=a
IF b>big
       big=b
IF c>big
       big=c
print big
END
```



Logical Operators



Operator	Meaning	Example	Result
&&	Logical and	(5<2)&&(5>3)	False
	Logical or	(5<2) (5>3)	True
!	Logical not	!(5<2)	True





Find out whether the student is successful or unsuccessful according to the grade entered.





```
START
```

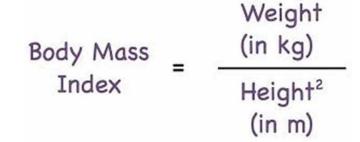
```
INPUT "enter student grade", grade
IF grade >=0 and grade<50
       print "successful"
else if grade >=50 and grade <=100
       print "unsuccessful"
else
       print "incorrect entry"
```

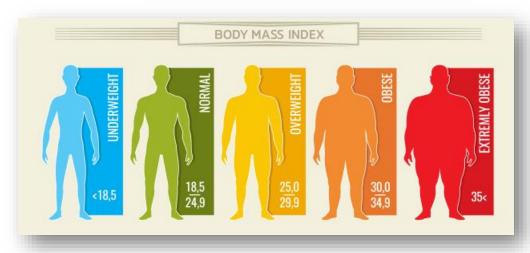


End

Assignment

Write a pseudocode that finds the classification of body mass index by taking the person's height and weight values.







Assignment



Calculate the shipping fee according to the information given in the table

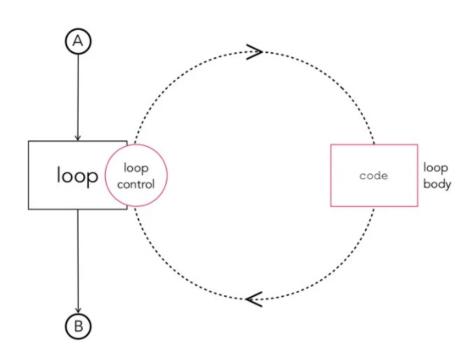
distince	price multiplier by distance	
0-500	50	
500-1000	100	
1000+	500	



LOOPS



A loop is a sequence of instruction s that is continually repeated until a certain condition is reached.





FOR structure



For loop runs for each element inside a group.

For example:

FOR every day of the week

Count;

ENDFOR



FOR structure



For loop runs for each element inside a group.

For example:

For every 25 minutes of study

Earn one Pomodoro;

endfor





Let's wash the dishes

Let's wash the dishes. Think that we have all the tools etc.





Let's wash the dishes



gather the dirty dishes

if you have a dishwasher around you

put the dirty dishes inside the dishwasher

set the settings of the dishwasher

while the time set is not over

wait

else

while dishes are not clean

take one of the dishes

wash it with your hand

dry it and put it aside





WHILE Structure



While is similar to the for loop, differently it runs the loop until the condition provided is unsatisfied.

Example:

Apples = 5

Oranges = 10

While apples < oranges

increase apples;

endwhile





THANKS! > 1

Any questions?



