Foundation Class 2

Sunday, March 23, 2025 10:30 AM

→ 4+ → 3 as Accio Ob]

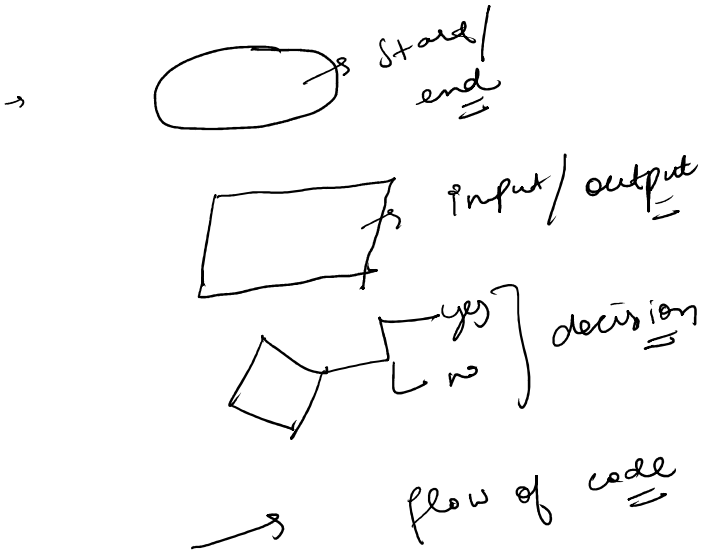
What is Data Structures and [Algorithms]

Its a way of storing and organizing data in the memory for efficient processing.

Algorithm → Step by step instructions to solve a problem

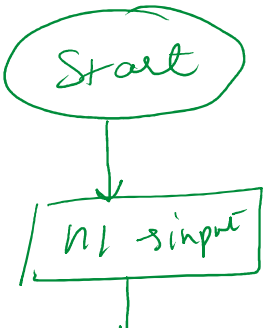
[Our goal] → To write the most [efficient] algorithm

Flowcharts → Visual representations of algorithm

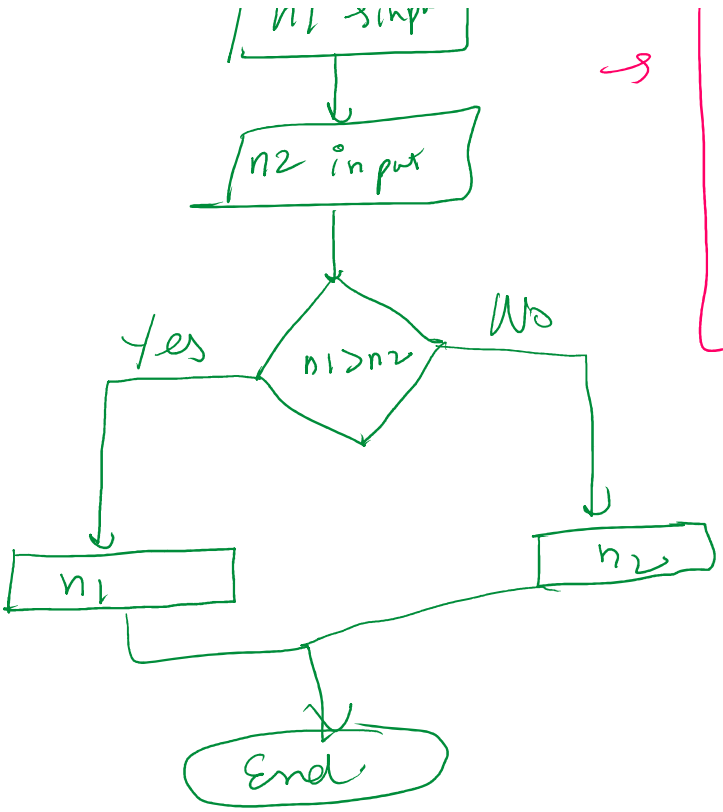


6) program to find bigger number in two input numbers.

0. Start
1. num1 as input
2. num2 as input
3. if num1 > num2 → num1
   → else num2
4. End



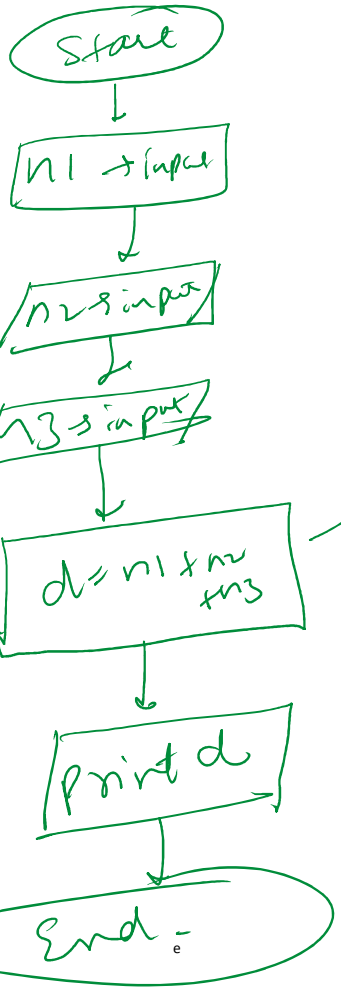
→ [n1, n2 → input
if:

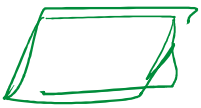



```
if:
    n1 > n2
        print n1
ELSE:
    n2
```

9) Draw a flowchart to add 3 numbers

1. Start
2. num1 as input
3. num2 as input
4. num3 as input
5. add num1, num2 and num3 and store it in a ans variable
6. print ans
7. End





process / calculations

Pseudo code

↳ way of writing algorithm such that it can be easily translated into actual code

→ Half Baked Pakoda

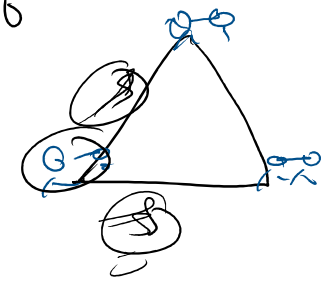
Pseudo code to add 3 numbers

Pseudo code to add 3 numbers

```
int n1 → input
int n2 → input
int n3 → input
int d = n1+n2+n3
print (d);
```

Some puzzles

(P1) Three ants are sitting on 3 corners of a triangle. They choose one direction randomly and start moving in that direction.



What is the probability that any two of them collide?