**PROGAMMING FUNDAMENTAL**

**ASSIGNMENT #02**

**QUESTION:01**

**ALGORITHM:**

Algorithm is a set of instructions that design to perform a particular problem/task. It is the step by step instructions to the computer to perform our task. We made it before doing task so it help us to know the problem more easily.

**QUESTION:02**

**USES OF ALGORITHM:**

One of the most important use of Algorithm is in Computer. Computer cannot do anything from its own so Algorithm help us to give instructions step by step to Computer to solve or perform our task.

**QUESTION:03**

**ALGORITHM:**

1: Start

2: Input Ages of 10 Players

3: Count = Count+Sum

4: Count = Divide Total Sum by “10”

5: Display Average Age of Players

6: End

**QUESTION:05**

**USES OF FLOW CHART:**

Flow is the graphical representation of step by step procedure to reach some solution. We made flow chart before making program so it help us to understand the problem and it help us to make the program more easily and correctly.

**QUESTION:06**

Ramshewak goes to market for buying some fruits and vegetables. He is having a

currency of Rs 500 with him for marketing. From a shop he purchases 2.0 kg Apple priced Rs.

50.0 per kg, 1.5 kg Mango priced Rs.35.0 per kg, 2.5 kg Potato priced Rs.10.0 per kg, and 1.0 kg

Tomato priced Rs.15 per kg. He gives the currency of Rs. 500 to the shopkeeper. Find out the

amount shopkeeper will return to Ramshewak. And also tell the total item purchased.

**ALGORITHM:**

1) Start

2) Go to Market

3) Total Amount in wallet = Rs:500

4) Purchased 2 kg Apple of Rs:100

5) Purchased 1.5 kg Mangoes of Rs:52.5

6) Purchased 2.5 kb Patatoes of Rs: 25

7) Purchased 1 kg Tomato of Rs: 15

8) Total items purchased are (04)

9) Total purchased Amount add (100+52.5+25+15) =192.5

10) Pay back = Total Amount-Purchased Amount

Pay back = 500-192.5

Pay back = Rs:307.5

11) Back to home