**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**

**ALGORITHM:**

1) Start

2) Go to Market

3) Total Amount in wallet = Rs:500

4) Purchase (1.5 kg) Mangoes of Rs:52.5

5) Purchase (2 kg) Apple of Rs:100

6) Purchase (1 kg) Tomato of Rs: 15

7) Purchase (2.5 kg) Patatoes of Rs: 25

8) Total items purchased are (04)

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

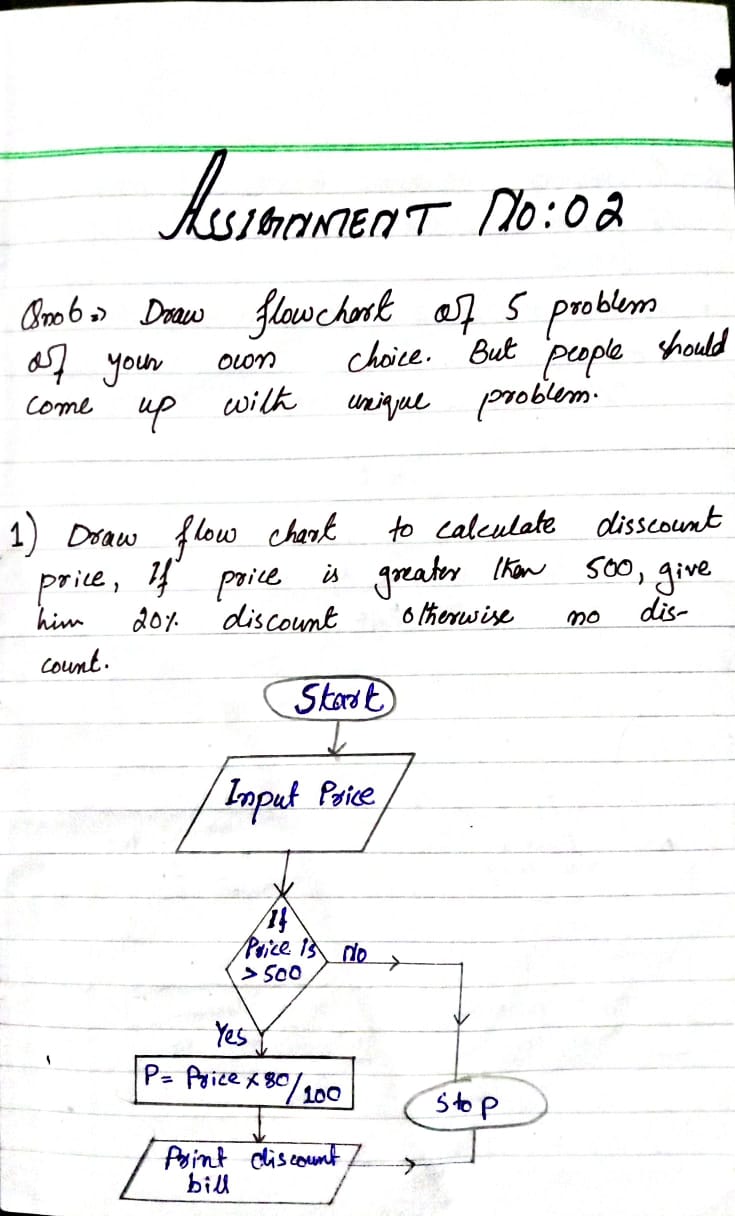
10) Pay back = (Total Amount) - (Purchased Amount)

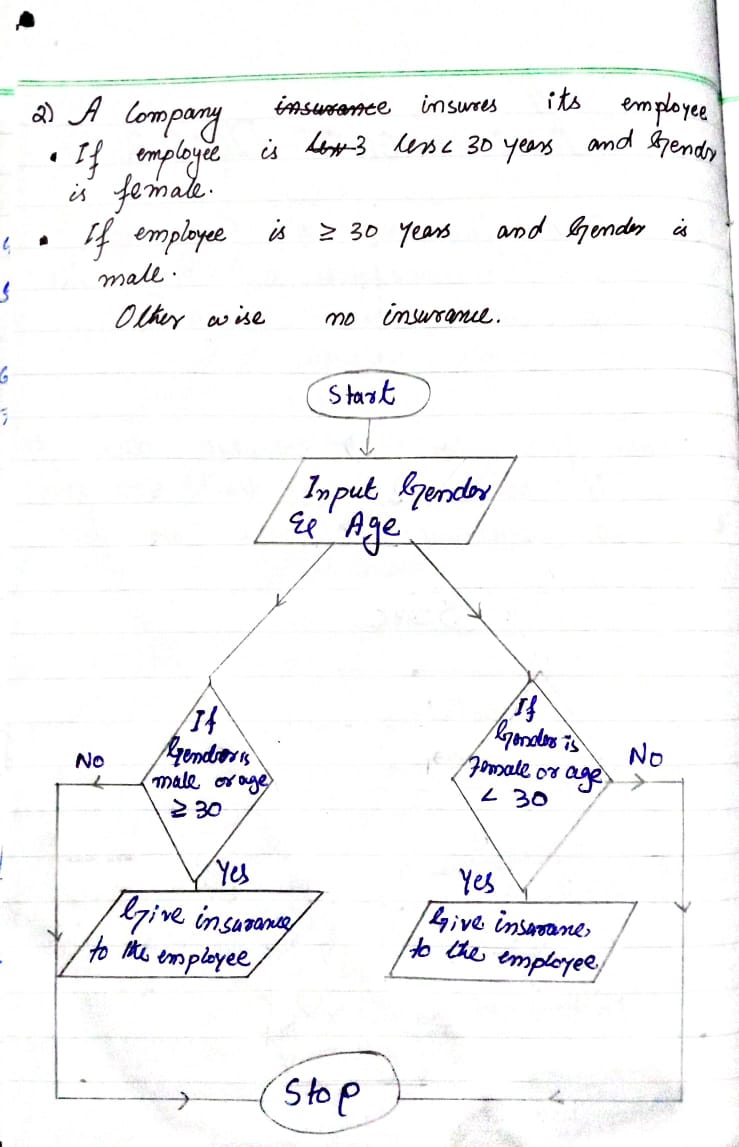
Pay back = (T.A)500 - (P.A)192.5

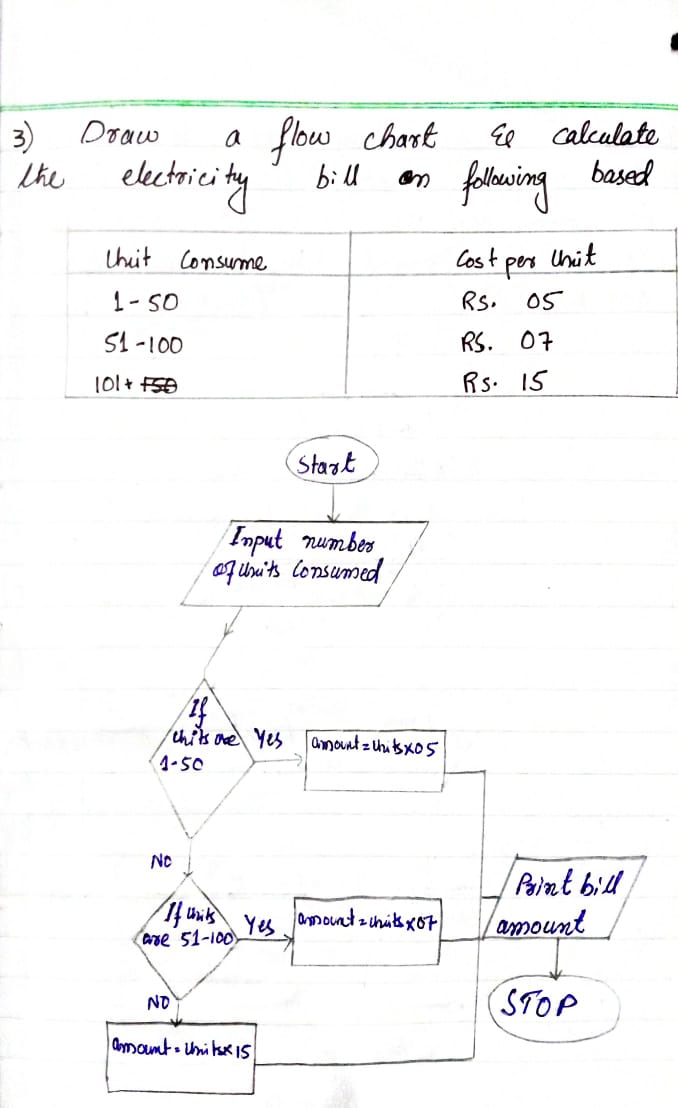
Pay back = Rs:307.5

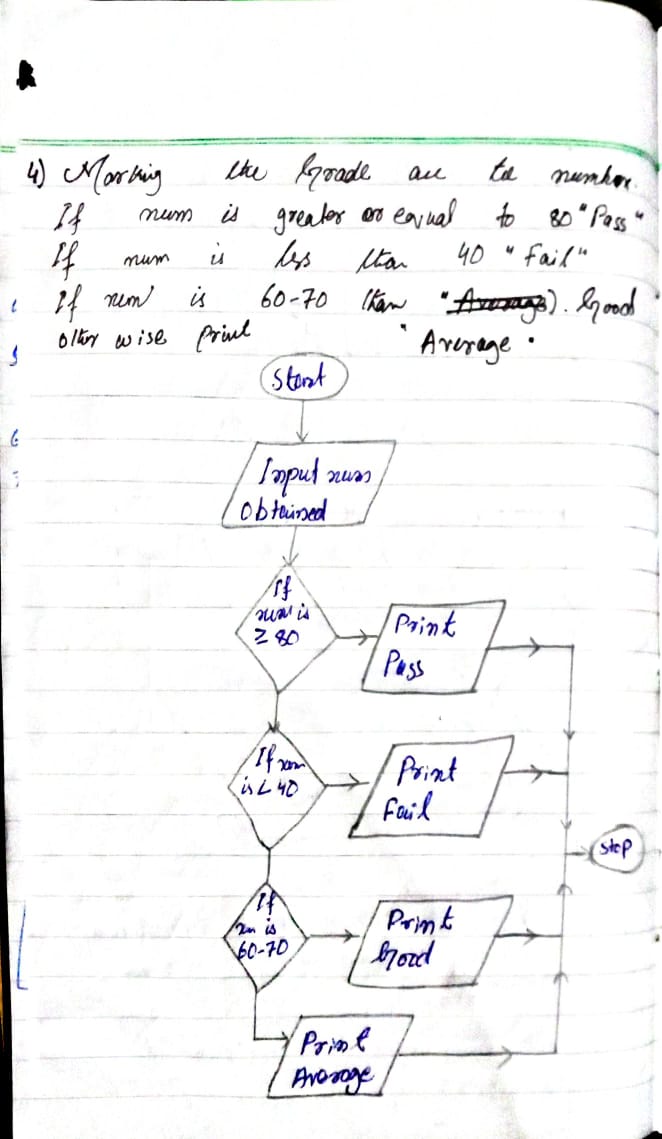
11) Back to home

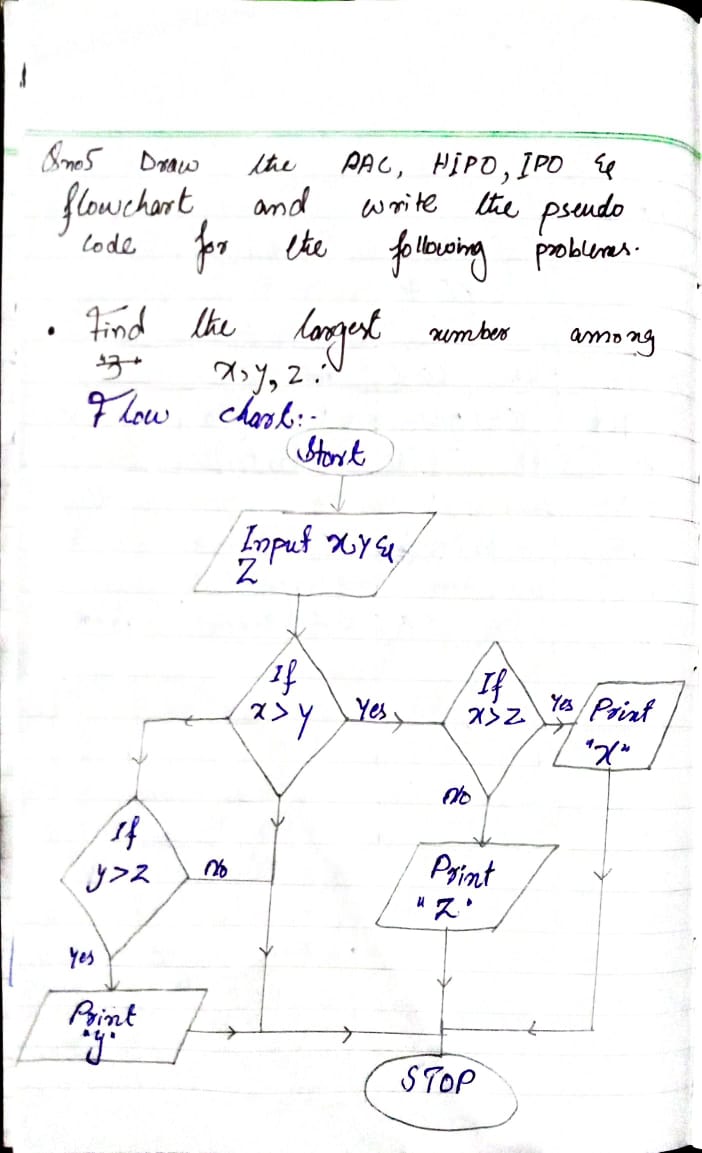
***HERE ARE THE ATTACHED PHOTOS OF FLOW CHART, HIPO, PAC, IPO AND PSEUDO CODE***

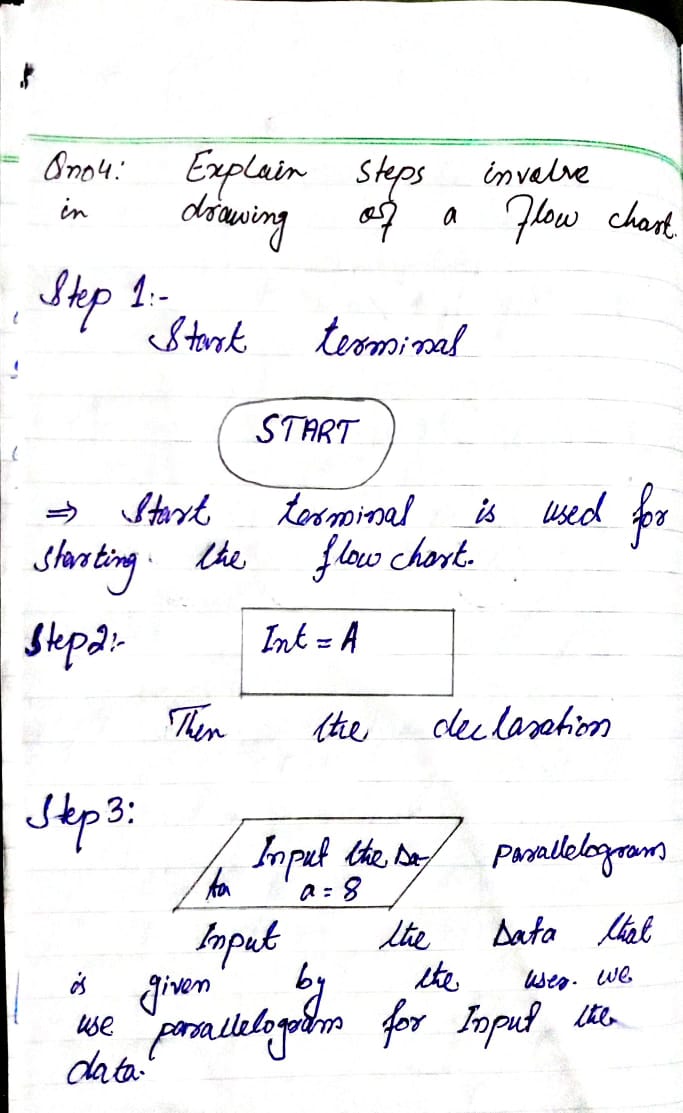
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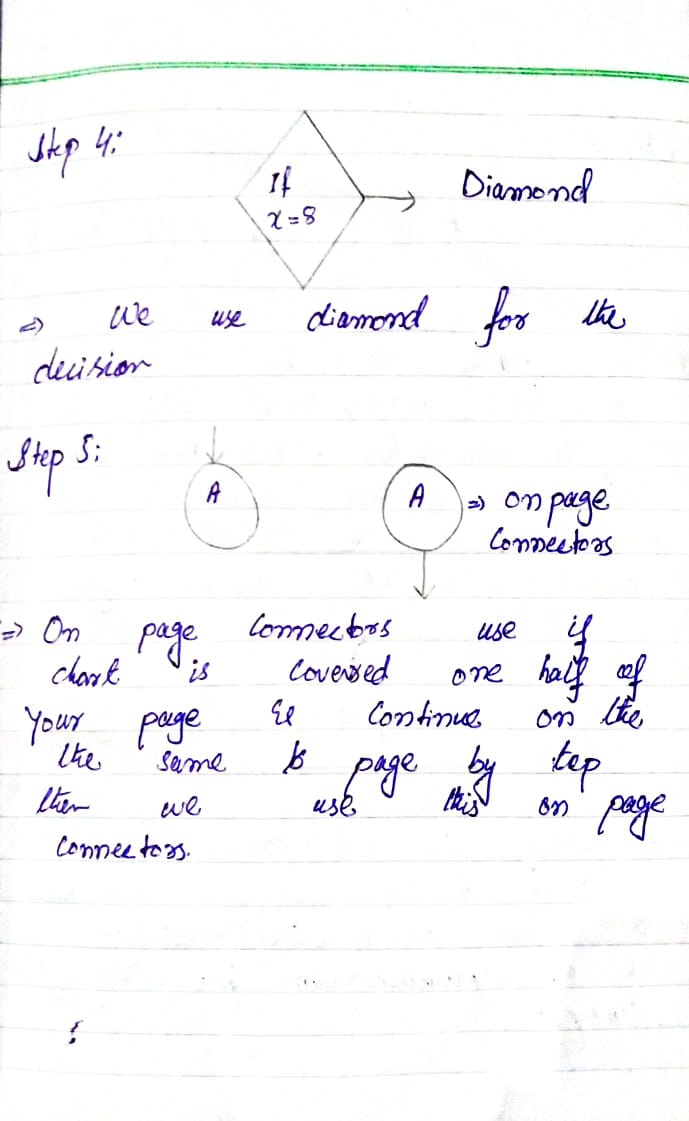








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