



<u>Skill Name</u>	<u>Proficiency</u>	<u>Duration</u>
JAVA	Basics	3hr

Skill Description:

“Fundamentals of Programming Using Flowchart and Pseudocode” assignment focuses on applying programming fundamentals to real-world scenarios using flowchart and pseudocode. Participants will develop practical problem-solving skills by addressing challenges related to variables, operators, conditional statements, loops, functions, comments, and exceptions.

Problem Statement 1:

Design a pseudocode algorithm for a simple inventory management system. The system should allow users to add new items, update quantities, and generate reports. Implement functions for each operation, and incorporate error handling using exceptions.

Learning Outcomes:

- Mastery of variable types and usage in the context of an inventory system.
- Proficiency in implementing functions for specific operations.

Application of exception handling to manage potential