

Ethan Gabriel T. Rolloque BSIT1 – A1

To check positive or negative number

GET the n and make it a number

IF n is greater than 0

DISPLAY "Positive"

ELSE

DISPLAY "Negative"

ENDIF

To check odd or even number

GET n and make it a number

IF n can be divided by 2

DISPLAY "Number is Even"

ELSE

DISPLAY "Number is Odd"

ENDIF

To check greatest of three numbers

READ variables a, b and c

IF a is greater than b

IF a is greater than c

DISPLAY "a is greatest"

ELSE IF

DISPLAY "c is greatest"

ELSE

IF b is greater than c

 DISPLAY “b is greatest”|

ELSE IF

 DISPLAY “c is greatest”

ENDIF