A Pseudocode Approach with C

# Chapter 1: Basic Concepts

## Pseudocode

* Pseudocode – An English-like representation of the algorithm logic.
* Data Items do not need to be declared. Type is determined by context.
* The structure of the data must be declared.
* Begin with a structure’s name and conclude with the keyword end and the name of the structure.
* Each algorithm begins with a header that names it, lists its parameters, and describes any preconditions and postconditions.
* The purpose is to make a short statement about what the algorithm does.
* The precondition lists any precursor requirements for the parameters.
* The precondition specifies that the two input parameters, list and argument, must be initialized.
* The postcondition identifies any action taken and the status of any output parameters
* If a value is returned, it is identified by a return condition.

A close-up of a text

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## Statement Constructs

* Sequence – one or more statements that do not alter the execution path within an algorithm.
* Selection Statement – evaluates a condition and executes zero or more alternatives.

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* Loop – Statement that iterates a block of code.

A screenshot of a computer program

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