

L1

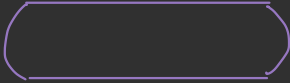
Introduction to flowcharts & pseudo-code

support@learnyard.com

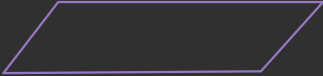
Intro to flowcharts



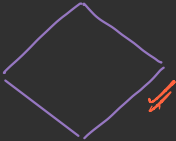
flow



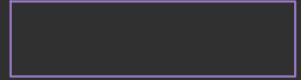
start & end



Input & output



decision



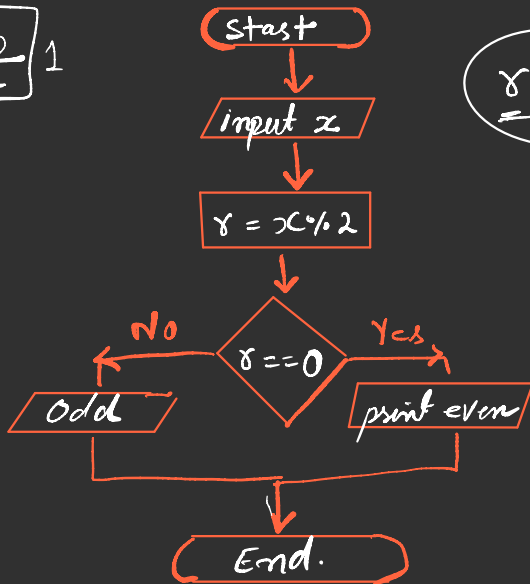
processing

Let's draw a flowchart for
Finding even & odd number

$$Y = x \% 2$$

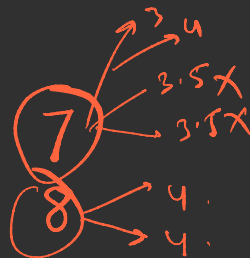
$$Y = 7 \% 2 = 1$$

$$Y = 1$$



yes ~~then~~

$$\underline{y == 0}$$



$$\underline{7 \% 2 = 1}$$

$$7 = 3 \times 2 + 1$$

$y \qquad \qquad x$

$$\underline{17 \% 3 = 2}$$

Intro to Programming

Hindi X
English X } →

0

1

binary

high V

Yes

T

1

low V

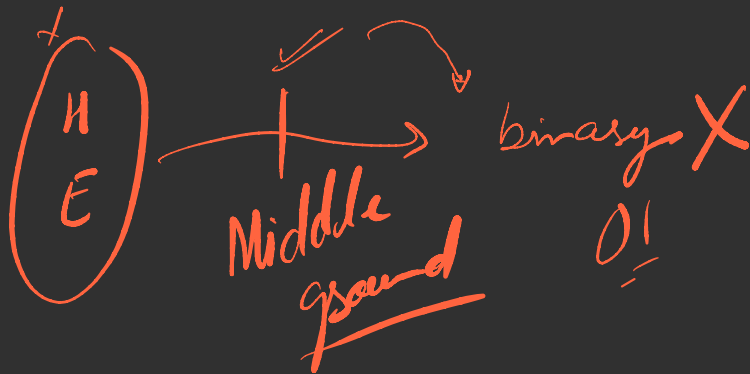
No

F

0

Computer is like a dumb friend

A saw a man with glasses

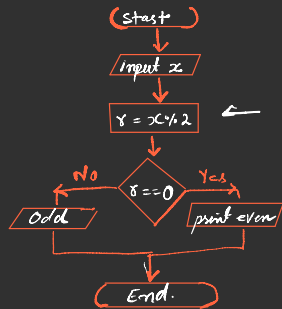


What are instructions ?

Set of instructions are called
program.

Writing Instructions for Questions

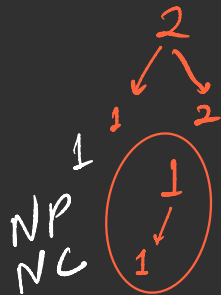
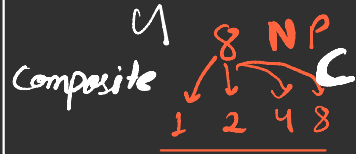
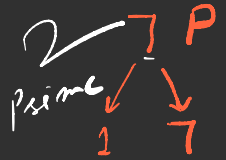
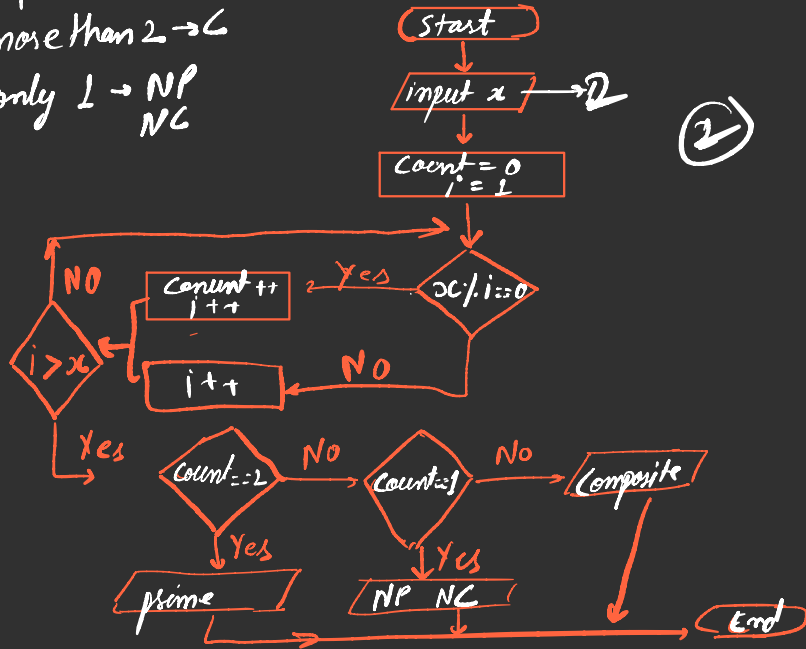
Let's draw a flowchart for Finding even & odd number



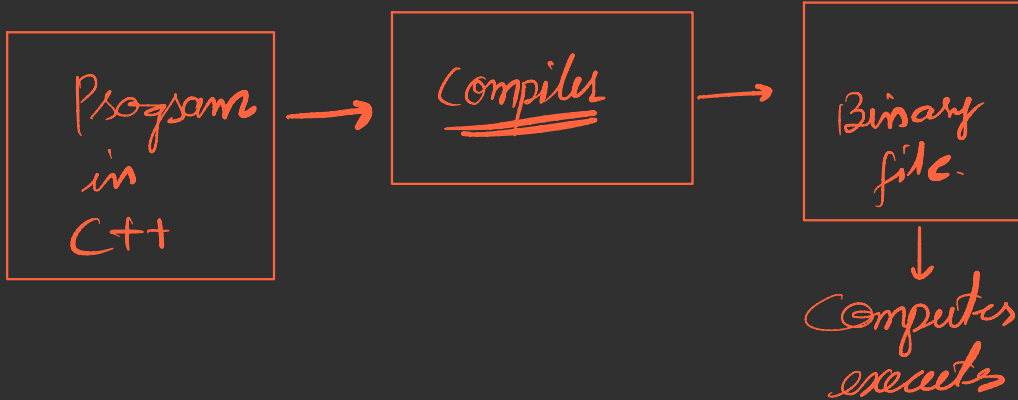
1. Start the programme
2. Take input a number x
3. Calculate $x \% 2$ (remainder when x is divide by 2).
4. Compare remainder with 0, if its 0 then go to step 5, otherwise go to step 6.
5. Print even on the screen
6. Print odd on the screen
7. End the programme.

2 factor $\rightarrow P$
 more than 2 $\rightarrow C$
 only 1 $\rightarrow NP$
 NC

Prime Check



Binary Language



Programming Language

Understanding about execution of program & basic Compiler working

Interprets

Compiler

Thank You!

Reminder: Going to the gym & observing the trainer work out can help you know the right technique, but you'll muscle up only if you lift some weights yourself.

So, PRACTICE, PRACTICE, PRACTICE!