1. Begin
2. Let num = 0, numName = " "
3. Display "Enter a number from 0 to 10: ", Accept num, store to to num
4. If num == 0,
5.   set numName = "zero"
6. Else if == 1,
7.   set numName = "one"
8. Else if == 2,
9.   set numName = "two"
10 Else if == 3,
11.   set numName = "three"
12. Else if == 4,
13.   set numName = "four"
14. Else if == 5,
15.   set numName = "five"
16. Else if == 6,
17.   set numName = "six"
18. Else if == 7,
19.   set numName = "seven"
20. Else if == 8,
21.   set numName = "eight"
22. Else if == 9,
23.   set numName = "nine"
24. Else if == 10,
25.   set numName = "ten"
26. Else
27.   Display "Number provided is not accepted. Please enter number from 0 to 10. "
28. End If
29. Display "You entered " + numName + "."
30. End

```
         ┌──────────────┐
         ▼
    ╱ Else if num == 4 , ╲ ──Yes──▶ [ set numName = "four" ] ──▶ ( A )
    ╲                   ╱
         │ No
         ▼
    ╱ Else if num == 5, ╲ ──Yes──▶ [ set numName = "five" ] ──▶ ( A )
    ╲                  ╱
         │ No
         ▼
    ╱ Else if num == 6, ╲ ──Yes──▶ [ set numName = "six" ] ──▶ ( A )
    ╲                  ╱
         │ No
         ▼
    ╱ Else if num == 7, ╲ ──Yes──▶ [ set numName = "seven" ] ──▶ ( A )
    ╲                  ╱
         │ No
         ▼
    ╱ Else if num == 8, ╲ ──Yes──▶ [ set numName = "eight" ] ──▶ ( A )
    ╲                  ╱
         │ No
         ▼
    ╱ Else if num == 9, ╲ ──Yes──▶ [ set numName = "nine" ] ──▶ ( A )
    ╲                  ╱
         │ No
         ▼
    ╱ Else if num == 10, ╲ ──Yes──▶ [ set numName = "ten" ] ──▶ ( A )
    ╲                   ╱
         │ No
         ▼
```

```
      Else
        │
        ▼
┌─────────────────────┐
│  Display "           │
│  Number provided is not accepted.
│  Please enter number from 0 to 10."
└─────────────────────┘
        │
        ▼
     ( End )
```