Heater\_on = is\_heater\_on

Target\_temp=72

Loop forever

Actual\_temp=get\_actual\_temp

If actual\_temp+5 < target\_temp AND heater\_on ==false

Turn\_heater\_on

Heater\_on=true

If actual\_temp\_>target\_temp and heater\_on==true

Turn\_heater\_off

Heater\_on=false

Num\_s = 10

PRINT num\_s

10

Num\_s=10 +10

PRINT num\_s

20

num\_s=10

num\_b=num\_s

PRINT num\_b

10

num\_s+10

num\_b=num\_s

num\_s=20

PRINT num\_b

10

num\_s+10

num\_b=num\_s

num\_s=20

num\_b=num\_s

PRINT num\_b

20

num\_s=10

num\_s=num\_s+1

PRINT num\_s

11

num\_s=10

num\_s=num\_s+1

num\_s=num\_s+1

PRINT num\_s

12

loop 10times

loop until heater\_on==true

solution to rock, paper, scissors

player\_score=0

computer\_score=0

loop until player\_score == 5 or computer\_score==5

player\_input=get\_player\_input

comp\_input+get comp\_input

if player\_input==comp\_input

print “tie!”

if player\_input ==paper and comp\_iput==rock

print ”player wins”

player\_\_score=player\_score+1

…

End loop

If player\_score==5

Print “player wins tournament”

Else

Print “comp. wins tournament”