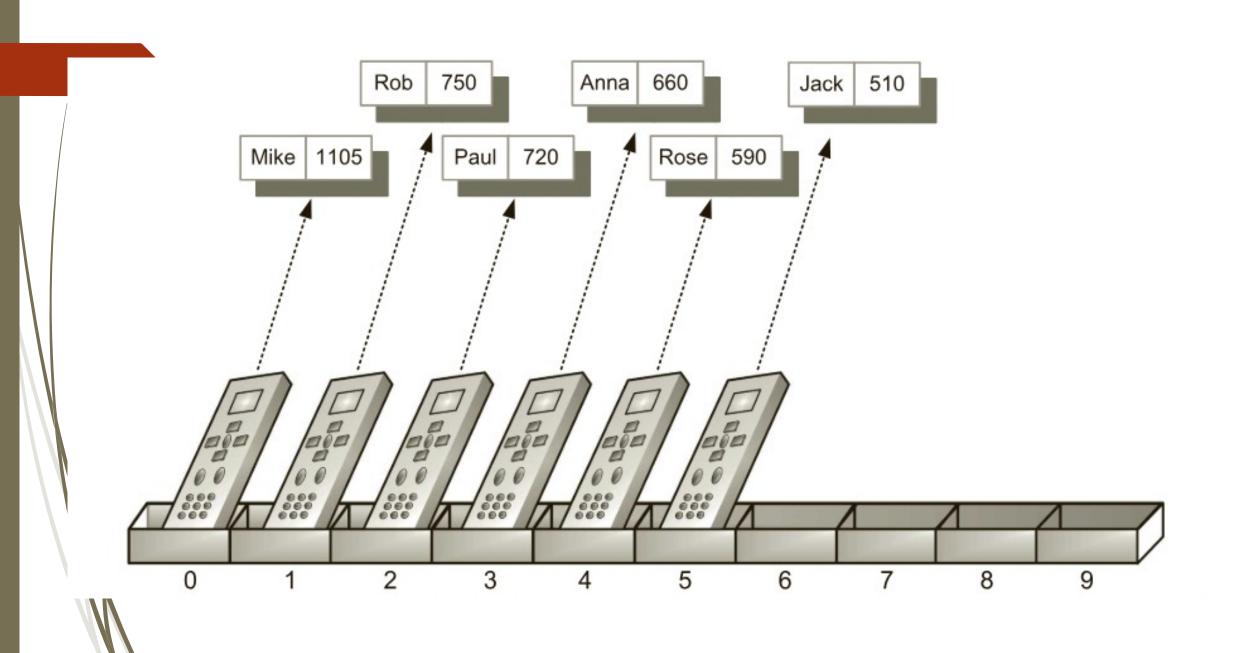
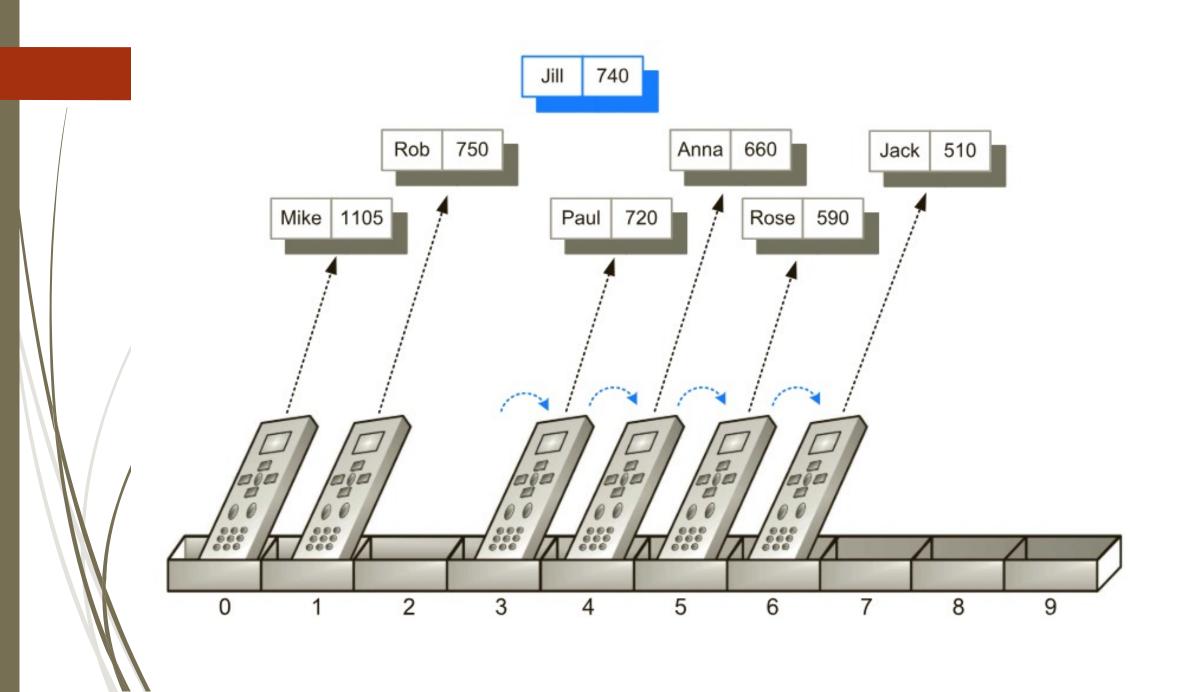
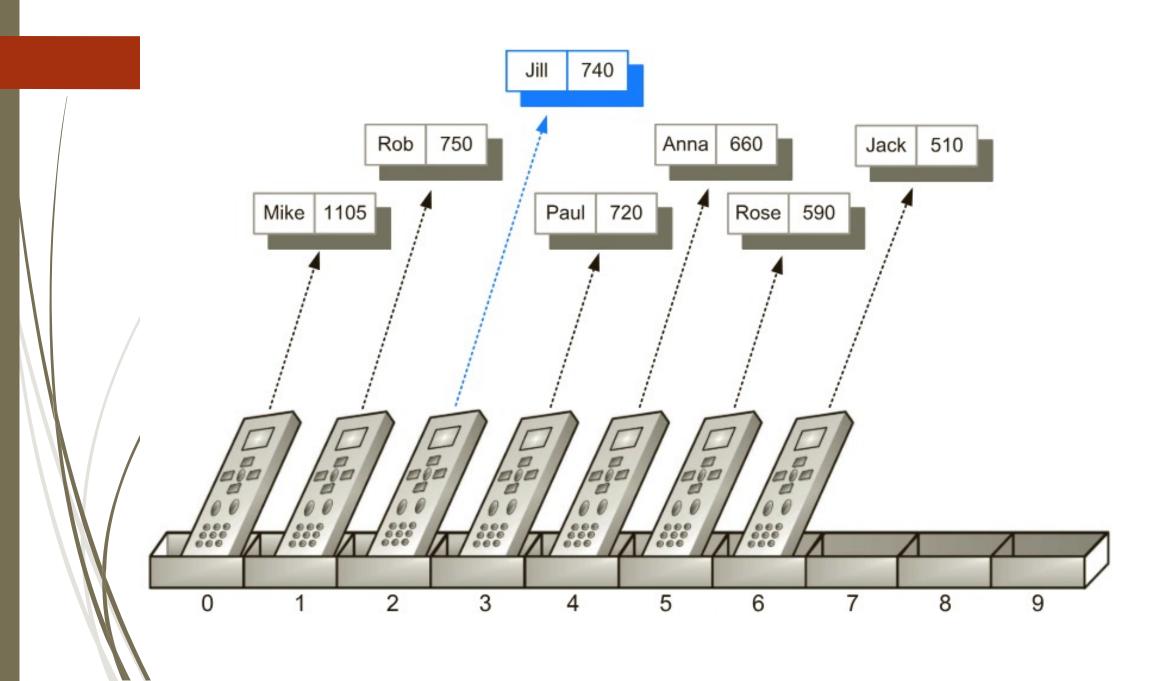
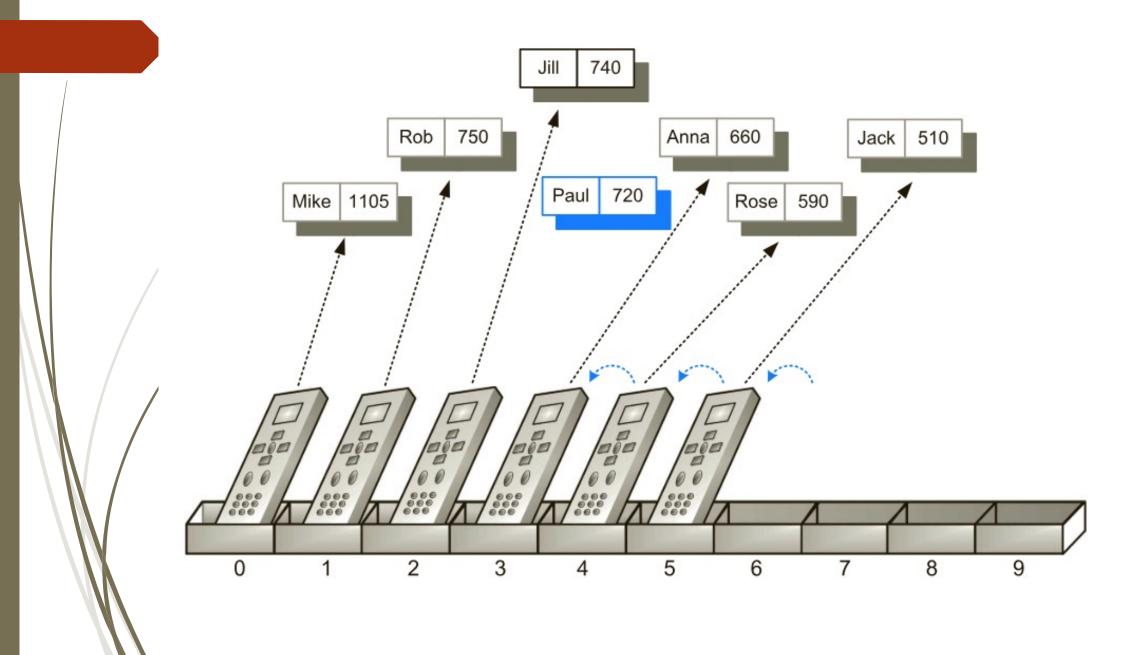
### Scoreboard Data Visuals

W1D3 – Data Structures and Algorithms









## Pseudocode

W1D3 – Data Structures and Algorithms

Pseudocode is a way of writing down the steps of an algorithm in a format that is easy to read and understand, using plain language.

It looks similar to real programming code but does not follow any specific programming language's syntax rules.

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### Why Pseudocode?

- Pseudocode clearly shows an algorithm's logic without needing programming syntax.
- Writing pseudocode can help break down a problem into smaller, manageable parts.
- Effectively communicates algorithms between team members using different programming languages.

### Tips for Writing Pseudocode

- 1. Clearly define what the problem is and what you are trying to achieve.
- Write in a way that is easy to understand. Avoid complex language or unnecessary details.
- 3. Use indentation and proper formatting to show the structure of the algorithm.
- Use common programming constructs like loops (for, while), conditionals (if, else), and functions/procedures.
- Include enough detail to convey the logic but not so much that it becomes confusing.

# Let's create pseudocode for counting the total number of even numbers in an array.

### Pseudocode

- Start: Define the beginning of the algorithm.
- Initialize Variables: Set up the array of numbers and a counter for even numbers.
- 3. Iterate through the List: Use a loop to go through each number in the array.
- 4. Check for Even Numbers: Use conditionals to check if a number is even.
- 5. Update Counter: Increment the counter if the number is even.
- 6. Return Result: Output the total count of even numbers.

# Calculating the sum of all numbers in an array.

Let's create our own pseudocode.