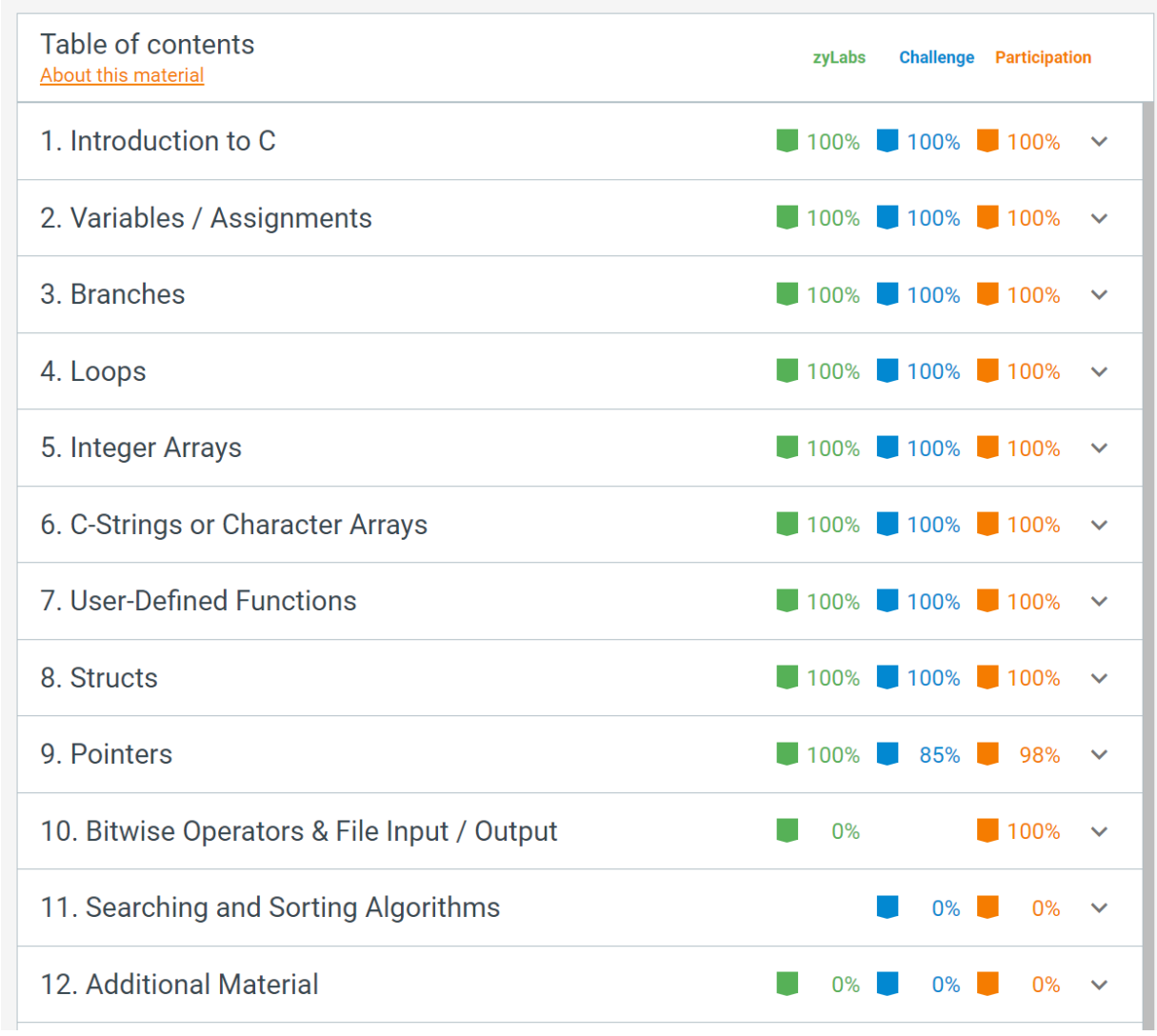
Assignment xx Algorithmic Design Document

Make a copy before you begin (File -> Make a copy). Add the Assignment # above and complete the sections below BEFORE you begin to code and submit with your Assignment to D2L (File -> Download -> PDF). The sections will expand as you type.

zyBooks

Add your zyBooks screenshots for the % and assigned zyLabs completions below. Required percentages: all assigned zyLabs, Challenge Activity with at least 70%, and Participation Activity with at least 80%.

zyLabs, Challenge, and Participation % Screenshot:


Assigned zyLabs completion Screenshot:
N/A

Assignment

Program description:
This program will prompt you to enter a list of numbers with the first entry being the total amount of numbers to check. Once all numbers are inputted, this program will calculate the percentage of all numbers that are even vs. odd and display the result

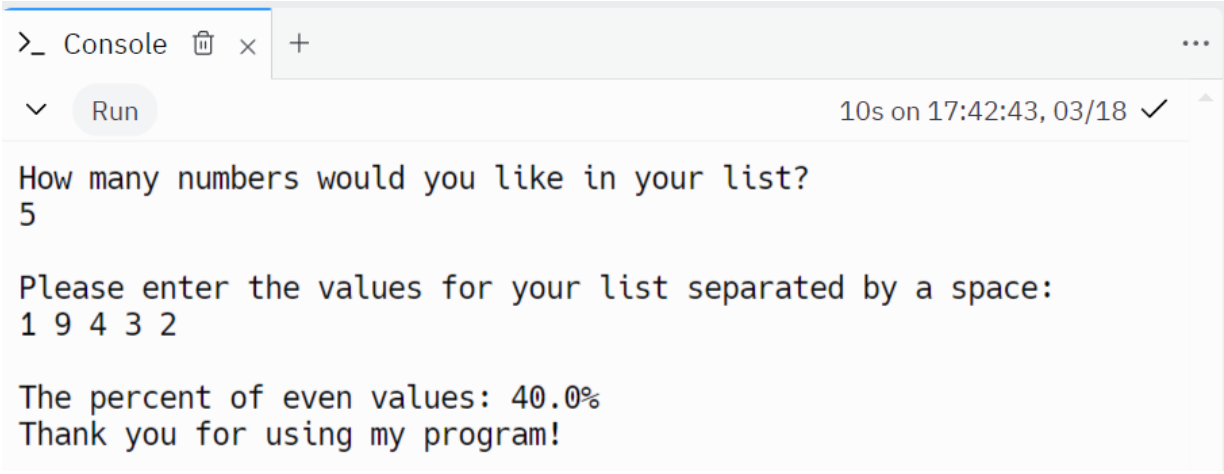
Before you begin coding, **you must first plan out the logic** and think about what data you will use to test your program for correctness. All programmers plan before coding - this saves a lot of time and frustration! Use the steps below to identify the inputs and outputs, calculations, and steps needed to solve the problem.

Algorithmic design:
a. Identify all of the user input. What are the data types of the inputs? Define the input variables.
In function getPercentEven: No user inputs are required In function main Int, arrSize // allows creation of dynamic list Int, numArr all in one line separated by spaces // a foor loop adds each item into array
b. Describe the program output. What is displayed to the user? What are the data types of the output? Define the output variables.
The program will output a string advising the user that what percentage of the lsit contains even numbers. The final part of the string contains the formatted calculated percent.
c. What calculations do you need to do to transform inputs into outputs? List all formulas needed, if applicable. If there are no calculations needed, state there are no calculations for this algorithm.
In function getPercentEven: calcOddEven = numList[i] % 2 percEven = (numEven / indexTotal) * 100 In function main No calculations are processed
d. Design the logic of your program using pseudocode or flowcharts. See pseudocode syntax at the bottom of this document. Here is where you would use conditionals, loops, functions or array constructs (if applicable) and list the steps in transforming inputs into outputs. Walk through your logic steps with the test data from the assignment document.
START FUNCTION Double getPercentEven(Int indexTotal, Int *numList)

```
- - DECLARE Int index
- - DECLARE Double numEven = 0
- - DECLARE Dobule percEven
- - DECALRE Int calcOddEven
- -
- - FOR index = 0 TO index = indexTotal
- - - - calcOddEven = numList[index]
- - - -
- - - - IF calcOddEven % 2 == 0
- - - - - - numEven = numEven + 1
- -
- - SET percEven = (numEven / indextotal) * 100
- -
- - return percEven



FUNCTION Int Main(void)
- - DECLARE Int arrSize
- - DECLARE Int i
- - DECLARE Double percentEven
- -
- - DISPLAY "Welcome to my Final."
- - DISPLAY "How many numbers would you like in your list?"
- -
- - INPUT arrSize
- -
- - DECLARE Array numArr[arrSize]
- -
- - IF arrSize > 0
- - - - DISPLAY "Please enter the values for your list separated by a space: "
- - - -
- - - - FOR i = 0 TO i = arrSize
- - - - - - INPUT numArr[i]
- - - -
- - - - SET percentEven = CALL Function getPErcentEven(arrSize, numArr)
- -
- - ELSE
- - - - percentEven = 0
- -
- - DISPLAY "The percent of even values: %.1f%%", percentEven
- - DISPLAY "Thank you for using my program!"
- -
- - RETURN 0
END FUNCTION

END
```

e. Include 2 Sample Program Runs for your program using your own set of data. This data set must be different from my Sample Runs in the Assignment document. This process is similar to Unit Testing and will help you test your program better.

Sample Program Run 1:



Sample Program Run 2:

Pseudocode Syntax

Think about each step in your algorithm as an action and use the verbs below:

To do this:	Use this verb:	Example:
Create a variable	DECLARE	`DECLARE integer num_dogs`
Print to the console window	DISPLAY	`DISPLAY "Hello!"`
Read input from the user into a variable	INPUT	`INPUT num_dogs`
Update the contents of a variable	SET	`SET num_dogs = num_dogs + 1`
Conditionals		

Use a single alternative conditional	IF *condition* THEN
	  statement
	  statement
	END IF
		`IF num_dogs > 10 THEN`
		`  DISPLAY "That is a lot of dogs!"`
		`END IF`

Use a dual alternative conditional	IF *condition* THEN
	  statement
	  statement
	ELSE
	  statement
	  statement
	END IF
		`IF num_dogs > 10 THEN`
		`  DISPLAY "You have more than 10 dogs!"`
		`ELSE`
		`  DISPLAY "You have ten or fewer dogs!"`
		`END IF`

Use a switch/case statement	SELECT *variable or expression*
	  CASE *value_1:*
	  statement
	  statement
	  CASE *value_2:*
	  statement
	  statement
	  CASE *value_2:*
	  statement
	  statement
	  DEFAULT:
	  statement
	  statement
	END SELECT
		`SELECT num_dogs`
		`  CASE 0: DISPLAY "No dogs!"`
		`  CASE 1: DISPLAY "One dog.."`
		`  CASE 2: DISPLAY "Two dogs.."`
		`  CASE 3: DISPLAY "Three dogs.."`
		`  DEFAULT: DISPLAY "Lots of dogs!"`
		`END SELECT`

Loops		

Loop while a condition is true - the loop body will execute 0 or more times.	WHILE *condition*
	  statement
	  statement
	END WHILE
		`SET num_dogs = 1`
		`WHILE num_dogs < 10`
		`  DISPLAY num_dogs, " dogs!"`
		`  SET num_dogs = num_dogs + 1`
		`END WHILE`

Loop while a condition is true - the loop body will execute 1 or more times.	DO
	  statement
	  statement
	WHILE *condition*
		`SET num_dogs = 1`
		`DO`
		`  DISPLAY num_dogs, " dogs!"`
		`  SET num_dogs = num_dogs + 1`
		`WHILE num_dogs < 10`

Loop a specific number of times.	FOR *counter* = *start* TO *end*
	  statement
	  statement
	END FOR
		`FOR count = 1 TO 10`
		`  DISPLAY num_dogs, " dogs!"`
		`END FOR`

Functions		

Create a function	FUNCTION *return_type name (parameters)*
	  statement
	  statement
	END FUNCTION
		`FUNCTION Integer add(Integer num1, Integer num2)`
		`  DECLARE Integer sum`
		`  SET sum = num1 + num2`
		`  RETURN sum`
		`END FUNCTION`

Call a function	CALL *function_name*	`CALL add(2, 3)`

Return data from a function	RETURN *value*	`RETURN 2 + 3`