**1. SEQUENCE CONTROL STRUCTURE**

BEGIN

INITIALIZE salary = 0, bonus = 0, deductions = 0, nettsalary = 0

GET salary, bonus, deductions

CALCULATE nettsalary = salary – deductions + bonus

DISPLAY salary, bonus, deductions, nettsalary

END

END

DISPLAY

nettsalary, salary, deductions, bonus

CALCULATE

nettsalary = salary – deductions + bonus

GET

salary, bonus, deductions

INITIALIZE

salary = 0, bonus = 0, deductions = 0, nettsalary = 0

BEGIN

**2. SELECTION CONTORL STRUCTURE**

BEGIN

INITIALIZE height = 0, weight = 0, bmi = 0, status = 0

GET height, weight

CALCULATE bmi = weight / (height \* height)

IF bmi < 18.5 THEN

status = “underweight”

ELSE

IF bmi < 25.0 THEN

status = “normal”

ELSE

IF bmi < 30.0 THEN

status = “overweight”

ELSE

status = “obese”

ENDIF

ENDIF

ENDIF

DISPLAY status

END

END

DISPLAY

status

FALSE

FALSE

FALSE

TRUE

TRUE

TRUE

ASSIGN

status = “obese”

bmi < 30.0

ASSIGN

status = “overweight”

ASSIGN

status = “normal”

bmi < 20.5

ASSIGN

status = “underweight”

bmi < 18.5

CALCULATE

bmi = weight / (height\*height)

GET

weight, height

INITIALIZE

height = 0, weight = 0, bmi = 0, status = 0

BEGIN

**3. REPETITION CONTROL STRUCTURE**

BEGIN

SET force = 0, area = 0, pressure = 0, counter = 0

DO WHILE counter < 5

GET force, area

CALCULATE pressure = force / area

DISPLAY pressure, force, area

SET counter = counter + 1

ENDDO

END

FALSE

TRUE

END

counter < 5

SET

counter = counter + 1

DISPLAY

pressure, force, area

CALCULATE

pressure = force / area

GET

force, area

SET

force = 0, area = 0, pressure = 0, counter = 0

BEGIN

**4. REPITITION CONTORL STRUCTURE**

BEGIN

INITIALIZE mass = 0, acceleration = 0, weight =0, counter =1

FOR counter <=4 DO

GET mass, acceleration

CALCULATE weight = mass \* acceleration

DISPLAY weight, mass, acceleration

SET counter = counter + 1

ENDFOR

END

END

FALSE

TRUE

SET

counter = counter + 1

DISPLAY

weight, mass, acceleration

CALCULATE

weight = mass \* acceleration

GET

mass, acceleration

counter <= 4

INITIALIZE

mass = 0, acceleration = 0, weight =0, counter =1

BEGIN