

Algorithmic Thinking and Representations Homework

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1. Marble Flowchart:

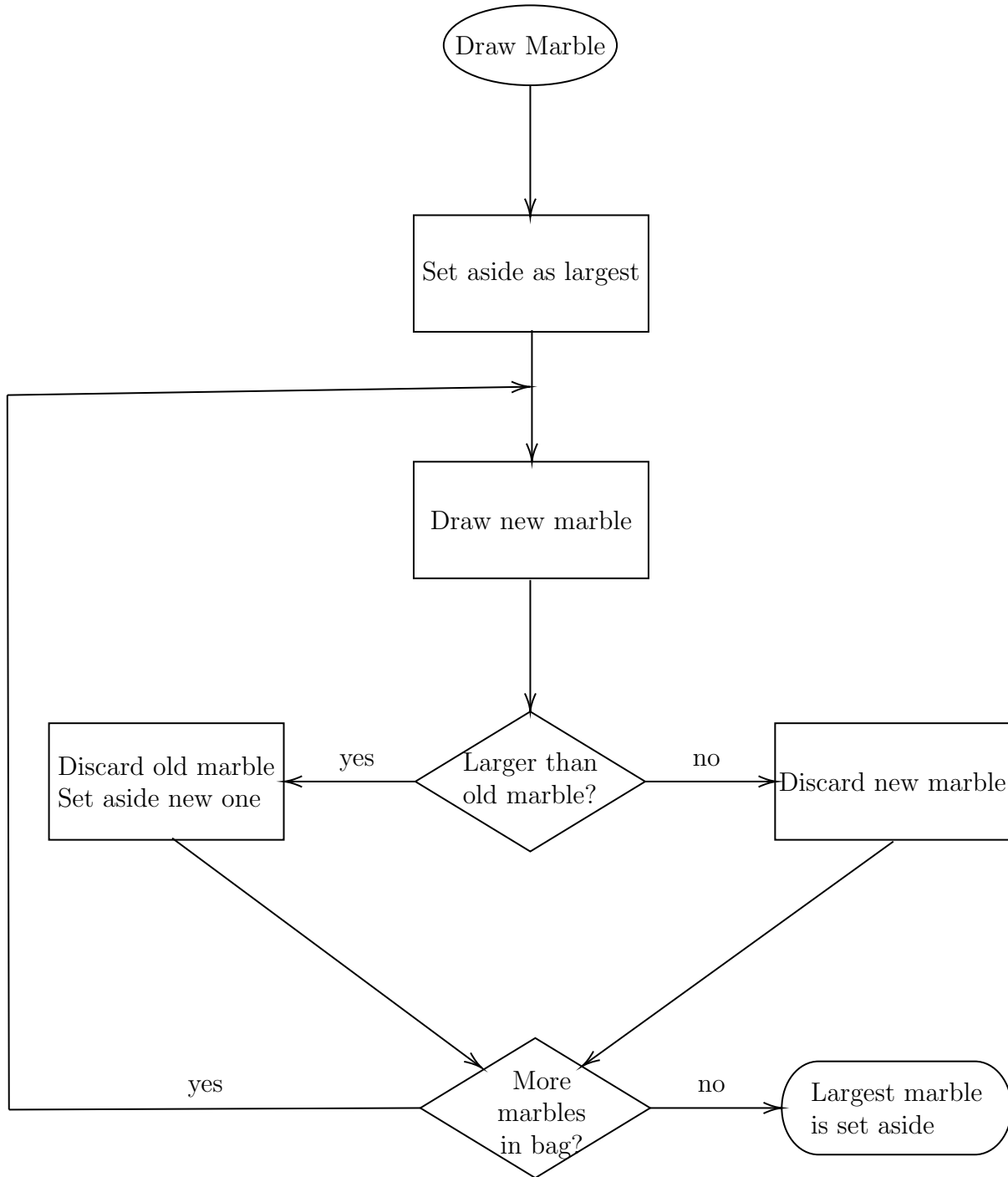


Figure 1: Flowchart for Drawing the Largest Marble

2. Rock Paper Scissors Pseudocode:

Algorithm 1 Rock, Paper, Scissors

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1: procedure ROCK PAPER SCISSORS
2:   Players (P1 & P2) Throw Hands
3:   if P1 has rock then
4:     if P2 has scissors then P1 wins  $\rightarrow$  Game ends
5:     else if P2 has paper then P2 wins  $\rightarrow$  Game ends
6:     else Tie  $\rightarrow$  Play again
7:   else if P1 has scissors then
8:     if P2 has paper then P1 Wins  $\rightarrow$  Game ends
9:     else if P2 has rock then P2 Wins  $\rightarrow$  Game ends
10:    else Tie  $\rightarrow$  Play again
11:  else
12:    if P2 has rock then P1 Wins  $\rightarrow$  Game ends
13:    else if P2 has scissors then P2 Wins  $\rightarrow$  Game ends
14:    else Tie  $\rightarrow$  Play again
15:
```
