

PART I – Pseudocode, Flowcharts and Dry runs

(You have to do 2 dry runs of each problem in this part and draw flowcharts of the problems where decision/repetition structures are required)

Convention for writing pseudocode: Please use the given keywords for pseudocode questions for the sake of consistency in all submissions

Keyword	Usage
//	For comments
Display	Prompts e.g. Display "Hello world"
Declare	Declaring variables e.g. Declare Integer <i>variable_name</i>
Integer	To declare integers
Real	To declare real numbers
Character	To declare characters
String	To declare strings
Input	To take input from the user e.g. Input <i>variable_name</i>
Arithmetic operators	+, -, *, /, MOD
Relational operators	<, >, <=, >=, ==, !=
Set	To update values of variables e.g. Set <i>variable_name</i> = 2
If – Else – End If If – Then – Else	Condition structure If <i>condition</i> Then <i>statement 1</i> <i>statement 2</i> <i>statement 3</i> ... End If
For - End For	Repetition controlled repetition structure e.g. For <i>counterVariable</i> = <i>startingValue</i> To <i>MaximumValue</i> <i>statement 1</i> <i>statement 2</i> <i>statement 3</i> ... End For
While – End While	Condition controlled repetition structure e.g. While <i>condition</i> <i>statement 1</i> <i>statement 2</i> <i>statement 3</i> ... End While