

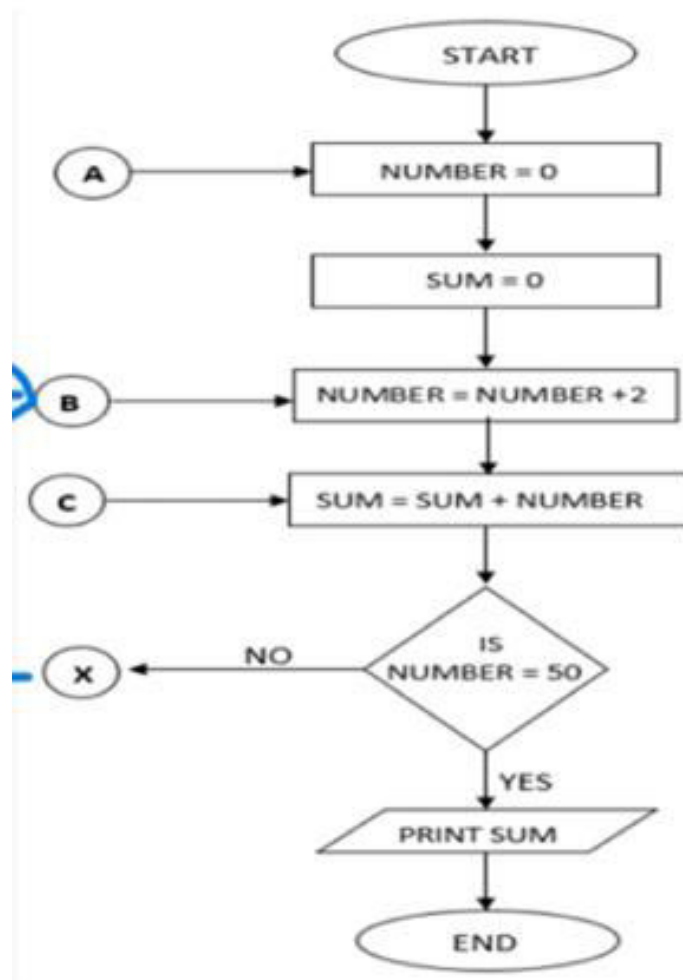


# Programming for Problem Solving (Exp 1-2)

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## Task 1:

### Flowchart:



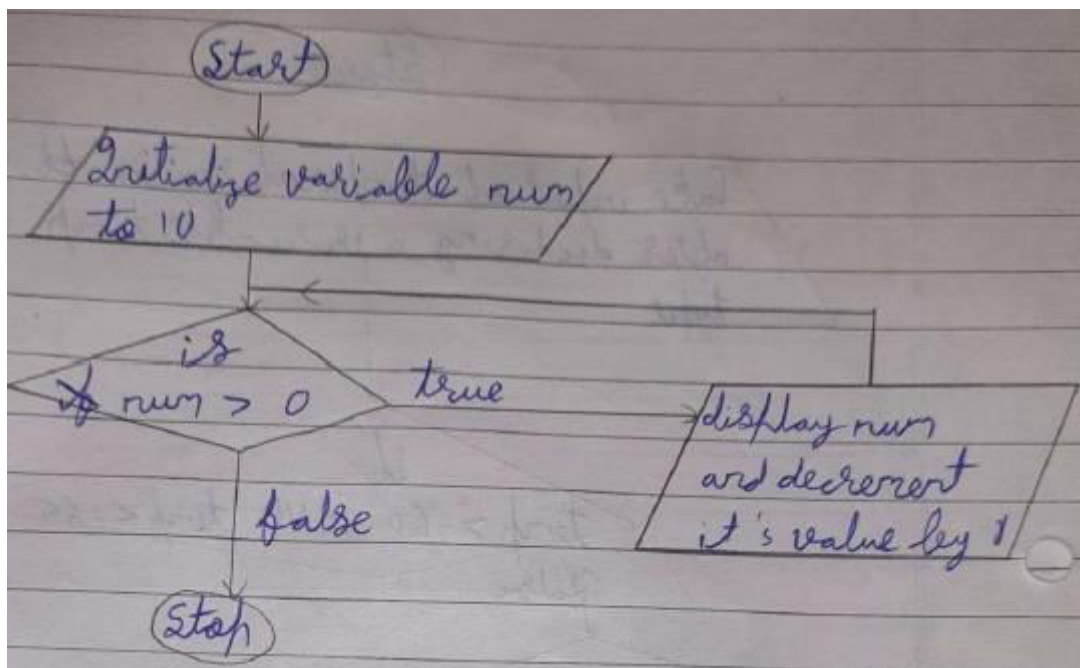
## Task 2:

1.

### Algorithm:

Step1	Start
Step2	Initialize variable num to 10
Step3	Is num>0? If yes then display num and decrement it's value by 1, if not then end the loop
Step4	Stop

### Flowchart:

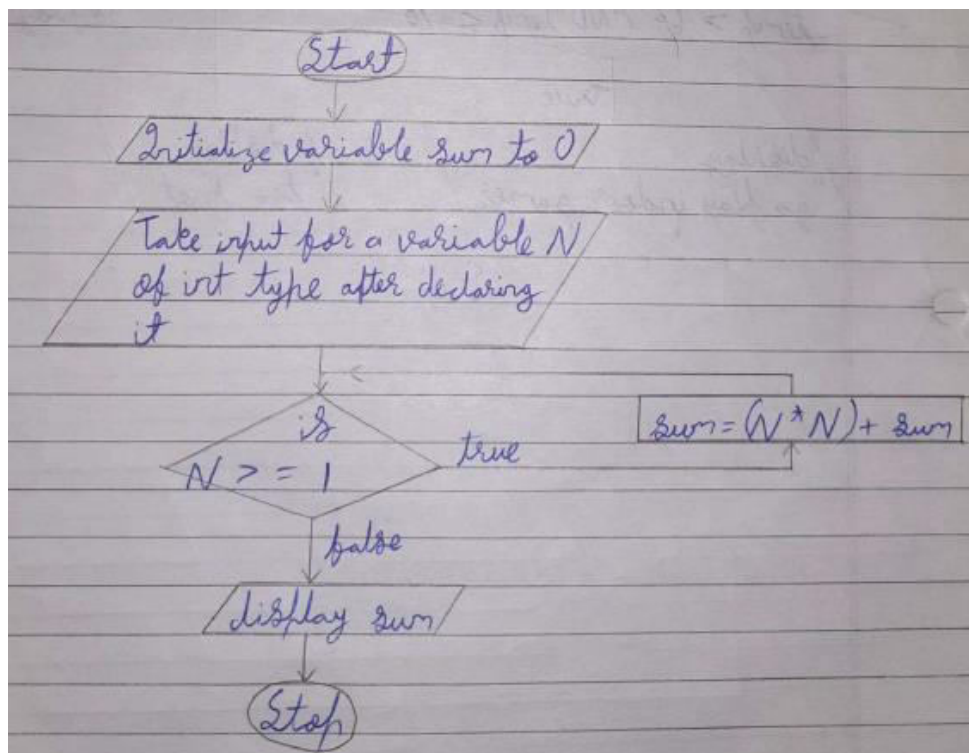


2.

## Algorithm:

Step1	Start
Step2	Initialize variable sum to 0
Step3	Take input for a variable N of int type after declaring it
Step5	Is $N \geq 1$ ? If yes then $sum = sum + (N * N)$ , if not then end the loop
Step6	Display sum
Step7	Stop

## Flowchart:

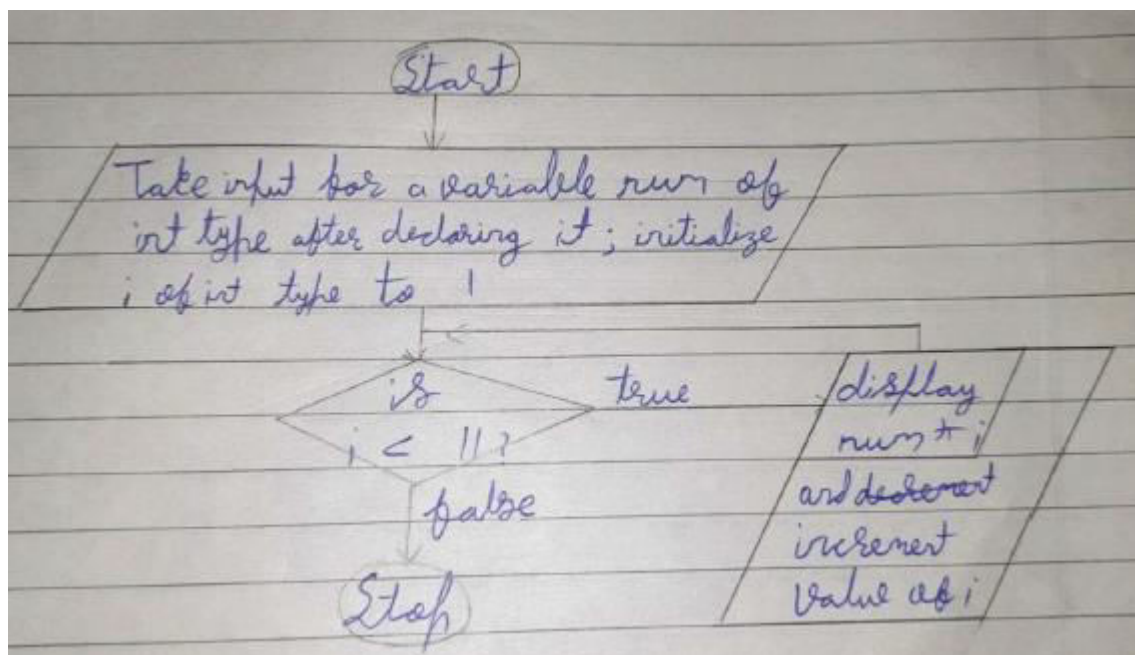


3.

## Algorithm:

Step1	Start
Step2	Take input for a variable num of int type after declaring it; initialize i of int type to 1
Step3	Is $i < 11$
Step4	Stop

## Flowchart:

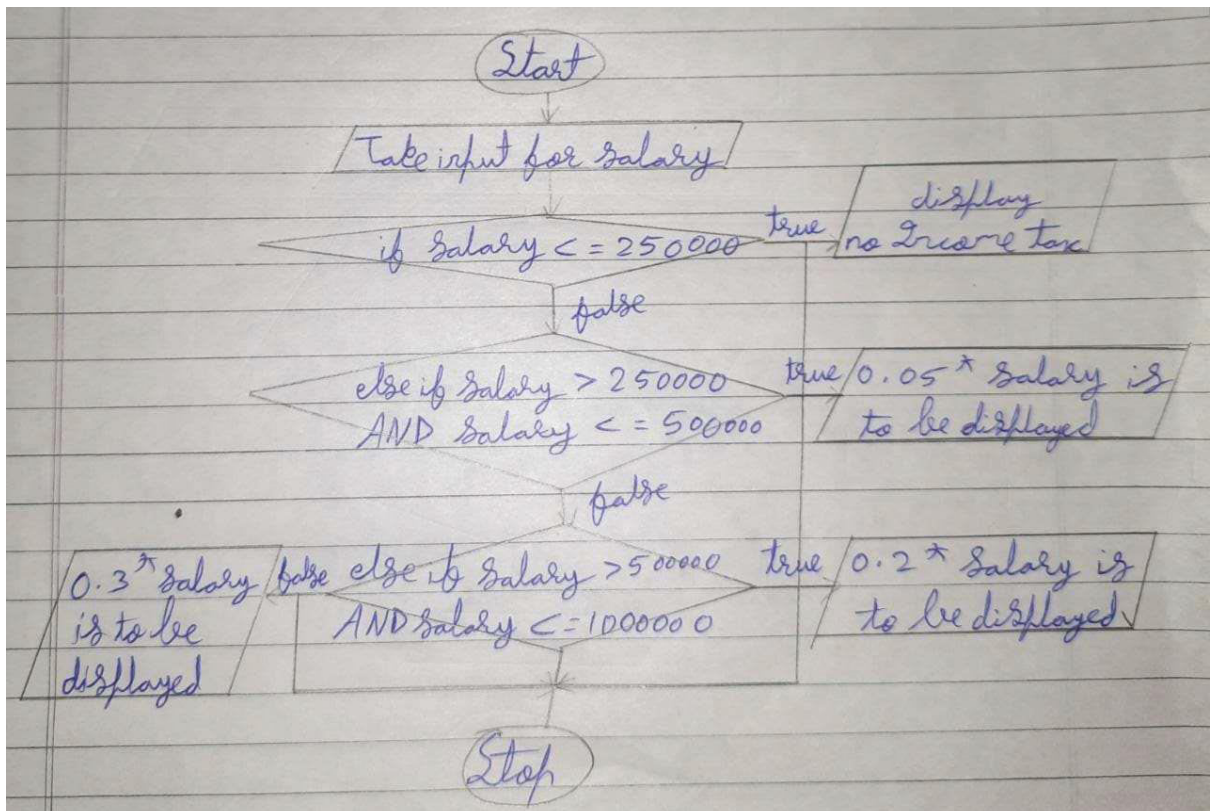


4.

## Algorithm:

Step1	Start
Step2	Take input for salary
Step3	If salary $\leq 250000$ , display "no income tax"
Step4	Else if salary $> 250000$ AND salary $\leq 500000$ , display $0.05 * \text{salary}$
Step5	Else if salary $> 500000$ AND salary $\leq 1000000$ , display $0.2 * \text{salary}$ else display $0.3 * \text{salary}$
Step6	Stop

## Flowchart:



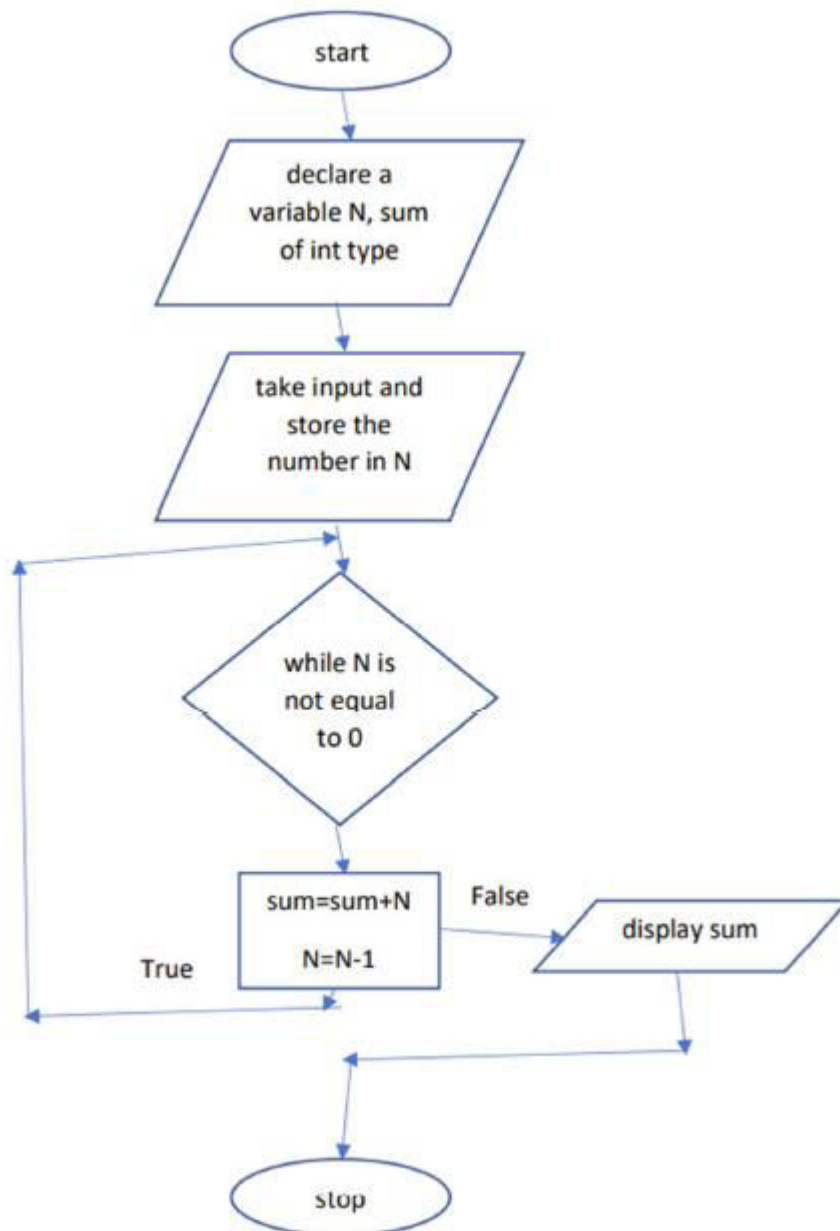
## Homework Questions:

1.

### Algorithm:

Step1	start
Step2	declare a variable N, sum of int type
Step3	take input and store the number in N
Step4	while N is not equal to 0 sum=sum+N N=N-1
Step5	display sum
Step6	stop

## Flowchart:



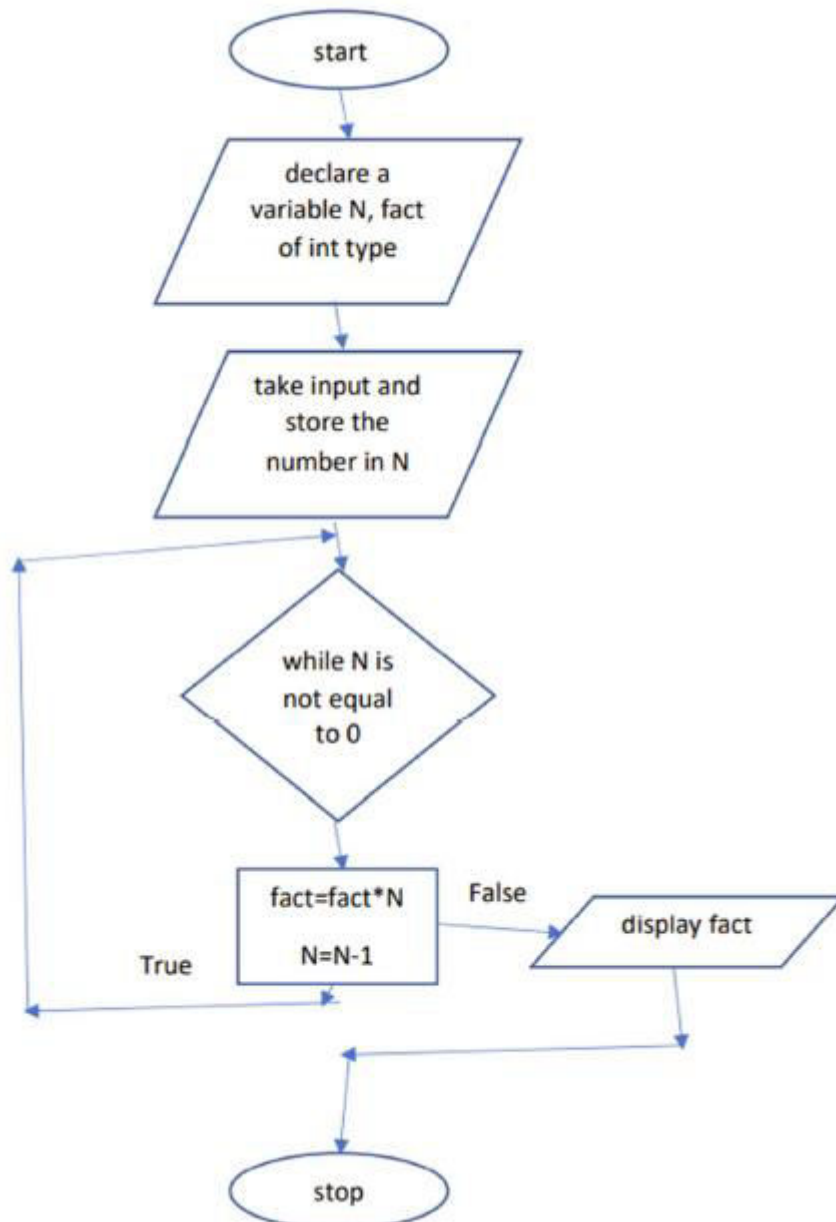


**2.**

## **Algorithm:**

<b>step1</b>	start
<b>step2</b>	declare a variable N, fact of int type
<b>step3</b>	take input and store the number in N
<b>step4</b>	while N is greater 0 fact=fact*N N=N-1
<b>step5</b>	display fact
<b>step6</b>	stop

## Flowchart:



**3.**

## **Algorithm:**

<b>step1</b>	start
<b>step2</b>	declare three sides a, b, c of int type
<b>step3</b>	take input from user and store values in a, b, c
<b>step4</b>	If $a+b>c$ or $c+b>a$ or $a+c>b$ then the triangle exists Else retake input
<b>step5</b>	If $a=b=c$ then triangle is equilibrium Else if $a=b$ or $a=c$ or $b=c$ then triangle is isosceles Else triangle is scalar
<b>step6</b>	Display triangle type
<b>step7</b>	stop

## Flowchart:

