BEGIN

PUT Cezveyi ocağa koy

INPUT Cezvenin içine bir kahve bardağı su koy

INPUT cezveye 1 tatlı kaşığı kahve koy

INPUT şeker 0 or 0.5 or 1 to cezve

OPEN kahve yapma makinesi

INCREMENT Sıcaklık 80 dereceye geldiğinde makineyi kapat

TAKE 1 Bardak

TAKE Kahveyi eline al

PUT Kahveyi bardağa koy

TAKE Tepsi al

PUT Bardağı tepsiye koy

TAKE Tepsiyi eline al

TURN Kapıya doğru yönel

GO Misafirin yanına git

OUPUT kahveyi ver

END

BEGIN

NUMERIC nNum1,nNum2

DISPLAY "ENTER THE FIRST NUMBER : "

INPUT nNum1

DISPLAY "ENTER THE SECOND NUMBER : "

INPUT nNum2

IF nNum1 > nNum2

DISPLAY nNum1 + " is larger than "+ nNum2

ELSE

DISPLAY nNum2 + " is larger than " + nNum1

END

Usually, instructions are written in uppercase, variables in lowercase and messages in sentence case.

* **CASE**

Case structures are used if we want to compare a single variable against several conditions.

INPUT color

CASE color of

red: PRINT "red"

green: PRINT "green"

blue: PRINT "blue"

OTHERS

PRINT "Please enter a value color"

* **FOR structure**

The FOR loop takes a group of elements and runs the code within the loop for each element.

FOR every month in a year

Compute number of days

ENDFOR

* **WHILE structure**

Similar to the FOR loop, the while loop is a way to repeat a block of code as long as a predefined condition remains true. Unlike the FOR loop, the while loop evaluates based on how long the condition will remain true.

PRECONDITION: variable X is equal to 1

WHILE Population < Limit

Compute Population as Population + Births — Deaths

ENDWHILE

**Program Wrapping**

After writing several functions in our pseudocode, we find the need to wrap everything into one container. This is to improve readability and make the execution flow easier to understand.

To do this, we wrap our code as a program. A program can be defined as a set of instructions that performs a specific task when executed.

PROGRAM makeacupoftea

END