

COMPUTER PROGRAMMING

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Question 2: Sorting Number

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Q2). Sorting a list of numbers in ascending orders.

A). Now there are various sorting methods in which some are given below.

1). BUBBLE SORTING METHOD:

- 1). Start
- 2). Get the list of integers.
- 3). Get number of integers in list. (n)
- 4). For $i=0$ to ~~for~~ $n-1$ (outer loop)
 - a). For $j=0$ to $n-i-1$ (inner loop)
 - i). Compare j -th & $(j+1)$ -th integer.
 - ii). If j -th integer is greater than $(j+1)$ -th integer.
→ Swap j -th & $(j+1)$ -th integers.
 - 5). Repeat step 4 until outer loop completes without swaps. (means list is sorted)
 - 6). List has been sorted to ascending order
 - 7). End.

This is the most common sorting method to sort any list of integers.

Question 3: Fibonacci Sequence

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QUESTION 3: Calculating Fibonacci Numbers.

- 1). Start
- 2). Initialize ~~three~~ four variables, a, b & c, limit.
- 3). Initialize a=0 & b=1, (1st two fibonacci numbers)
- 4). Ask for limit of fibonacci sequence. (limit)
- 5). if (limit >= 1) →
→ Output / Print a. (1st fibonacci number i.e 0)
- 6). if (limit >= 2)
→ Print b (2nd fibonacci number i.e 1)
- 7). for i=3 to Limit (loop starting from 3rd fibonacci num)
 - a). Initialize Assign \varnothing & \varnothing a+b, to c.
 - b). Print c (3rd fibonacci number).
 - c). Assign b to a & c to b.
- 8). //It will print fibonacci sequence upto limit entered.
- 9). End.

Above algorithm is for printing fibonacci sequence for a series of numbers whose limit is taken from the user.

Question 4: Inventory Management

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Q4). Inventory Management.

- 1). Start.
- 2). Initialize an array of objects. (items)
- 3). In array, for each item in an object there should be,
→ Unique-ID, Name, Price, Description, Quantity.
- 4). Write 5 options for add item, remove item, Update, and generate report of item & exit.
- 5). If In case of add item, take Unique-ID, name & all detail and push to the array.
- 6). In case of remove item, take Unique-ID of which ever to remove and remove from array.
- 7). In case of update item, take Unique-ID of item to update & write what to update, and the replace the old value with new.
- 8). In case of generate report, print out all the objects in array with their values.
- 9). In case of exit, just print out goodbye.
- 10). End.