Pseudocodes and Flowcharts

A good and logical programming is developed through good pre-code planning and organization

Pseudocodes

* (pronounced SOO-doh-kohd) it is a method of describing computer algorithms using a combination of natural language and programming language.
* It is sometimes used as a detailed step in the process of developing a program.
* It allows designers or lead programmers to express the design in great detail and provides programmers a detailed [template](https://whatis.techtarget.com/definition/template) for the next step of writing code in a specific programming language.

Flowcharts

* are written with program flow from the top of a page to the bottom. Each command is placed in a box of the appropriate shape, and arrows are used to direct program flow.
* It can also be defined as a diagrammatic representation of an algorithm, a step-by-step approach to solving a task.
* Shapes used in flowcharts:
* Oval – indicates beginning or end of program
* Rectangle – the assignment of a value to a variable, constant or a perimeter
* Parallelogram –a point where there is input to or output from the program
* Diamond – a point where a decision is made
* Open ended rectangle – contains comment statement
* Hexagon – indicates the beginning of a repetition
* Double lined rectangle – indicates the use of an algorithm specified outside the program
* Circles – used to combine flow lines
* Arrows – indicates the direction and order of program execution.

Reference:

<https://whatis.techtarget.com/definition/pseudocode>

<https://en.wikipedia.org/wiki/Flowchart>