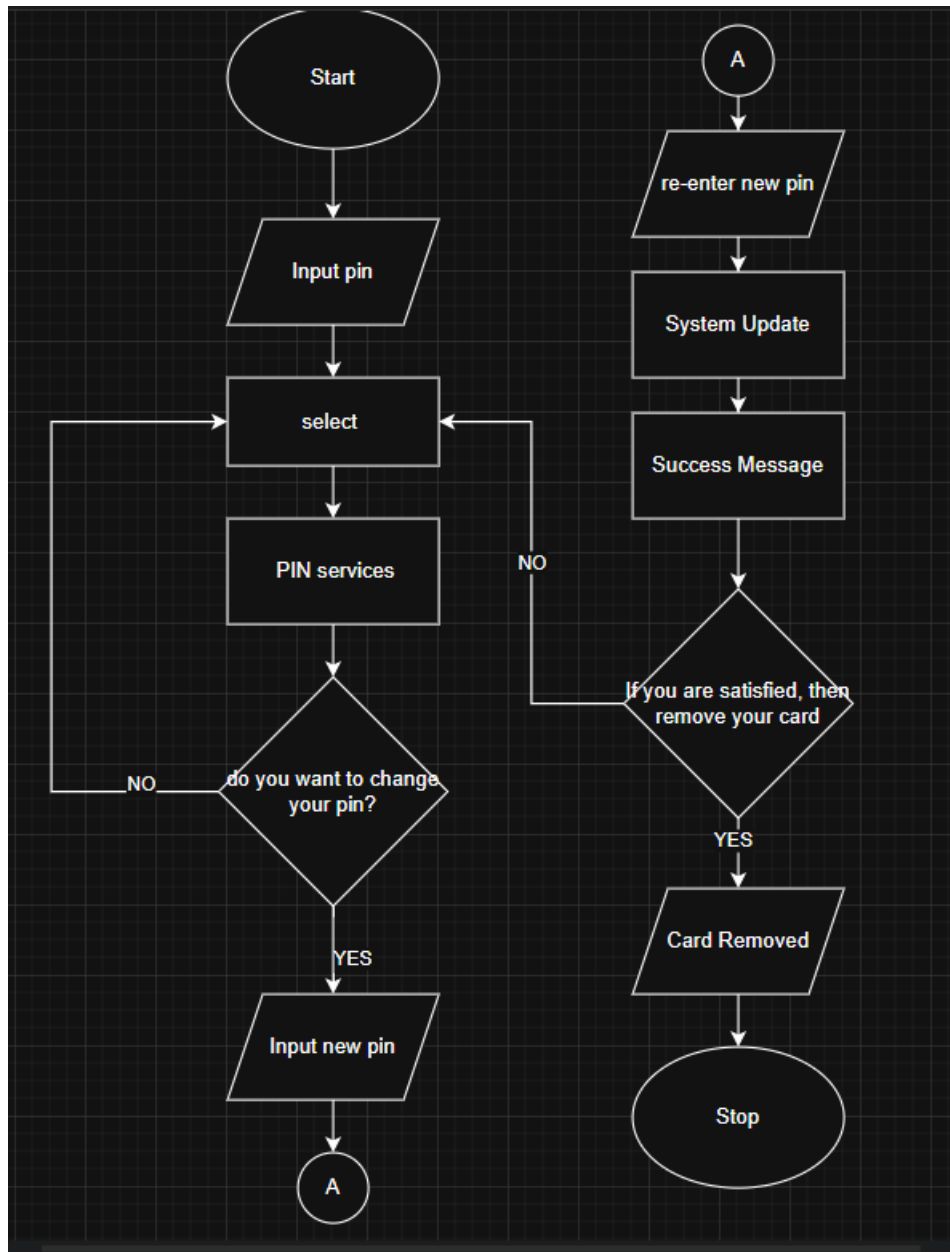| Activity No. 1.1	
Flowcharting and Application of Pseudo codes	
Course Code: CPE010	**Program:** Computer Engineering
Course Title: Data Structures and Algorithms	**Date Performed: 8/29/26**
Section: CPE11S1	**Date Submitted: 8/29/26**
Name(s): Paula Esguerra	**Instructor: Engr. Jimlord Quejado**
6. Output	

Assignment 1.1: Flowcharting and Application of Pseudo codes

1. Provide a flowchart design for the following ATM functions:

- Changing pin
- Withdraw
- Deposit
- Fund Transfer

2. Provide also pseudocodes for the aforementioned functions.
3. Post your answers here. This discussion will be graded, thus, everyone is encouraged to submit their solutions.

Changing Pin

Start

      Input pin
      Select
      Select Pin Services
      Do you want to change your pin?
      If no, then go back to select
      If yes, input new pin
            Re-enter new pin
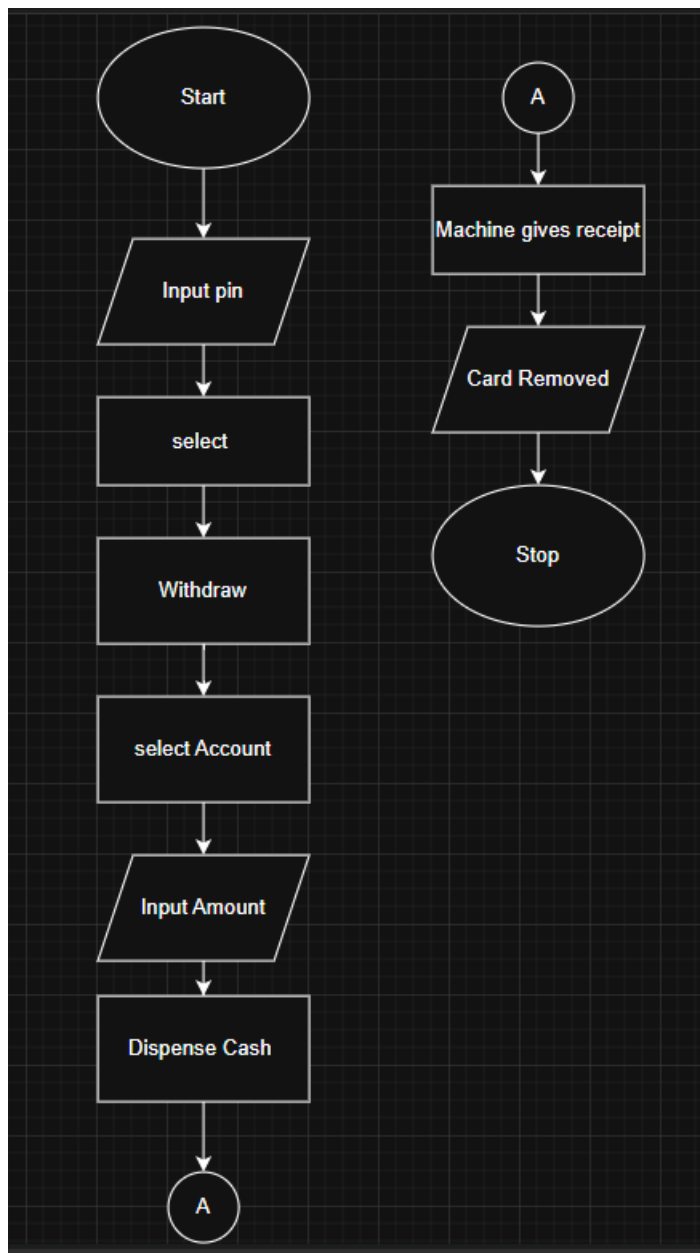   System Update
            Success Message
      If you are satisfied, then remove your card
      If no, then go back to select
      If yes, Card Removed

Stop

Withdraw

Start

      Input pin
      Select
      Select Withdraw
      Select Account
      Input Amount
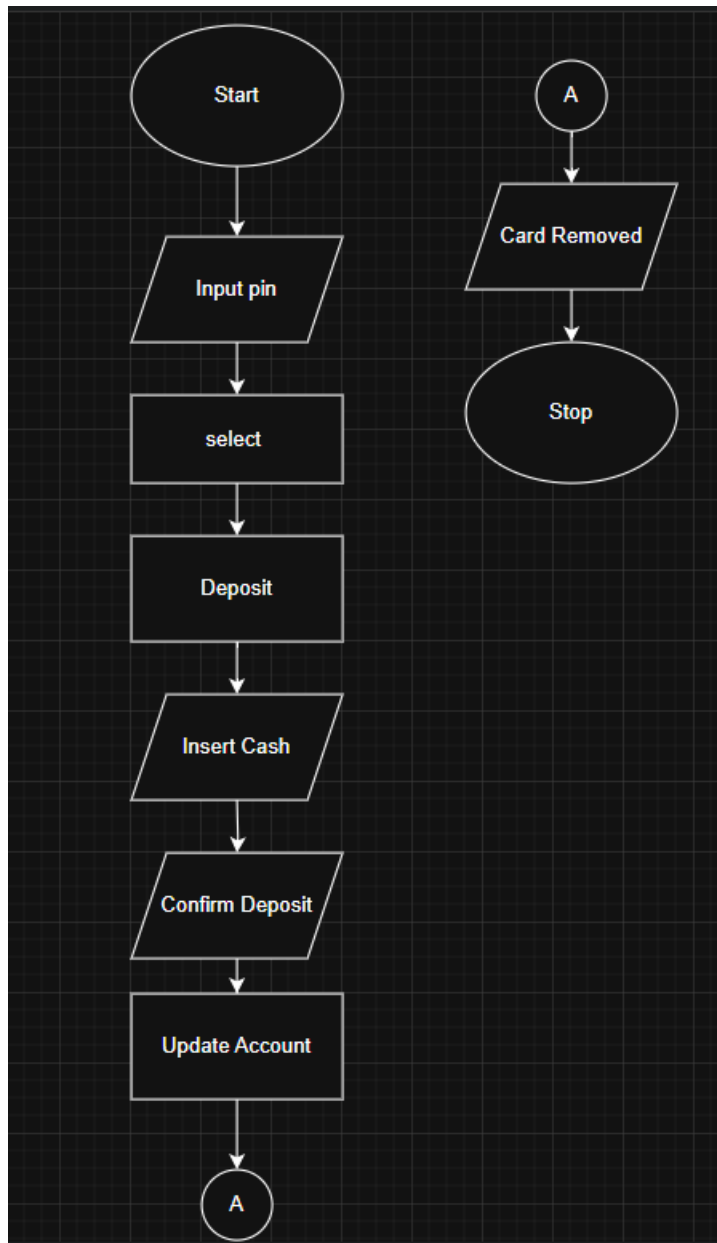   Dispense Cash
      Machine gives receipt
      Card Removed

Stop

Deposit

Start
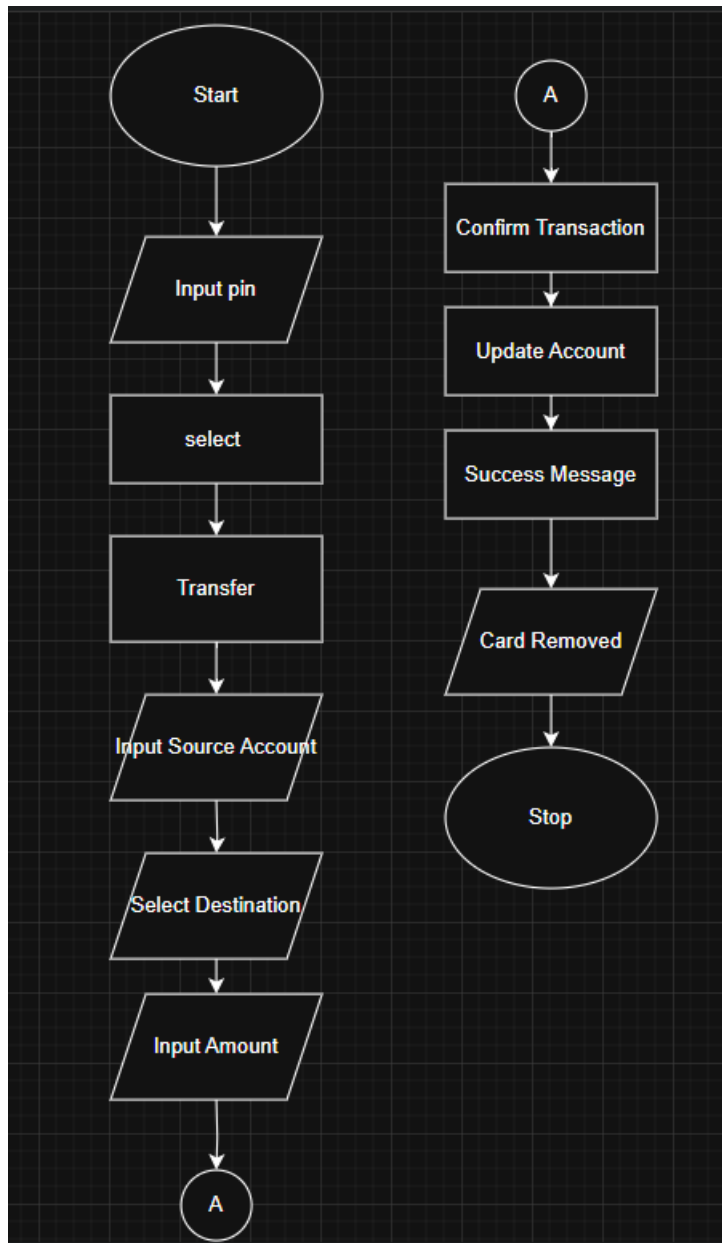   Input pin
      Select
      Select Deposit
      Insert Cash
      Confirm Deposit
      Update Account
      Card Removed
Stop

Fund Transfer

Start
       Input pin
       Select
       Select Transfer
       Input Source Account
       Select Destination
       Input Amount
       Confirm Transaction
       Update Account
       Success Message
       Card Removed
Stop

7. Supplementary Activity

8. Conclusion
After all the exercises and activities done before, this assignment is much easier to do, learning if/else is much faster to work on, the loop, and how to use the input properly. This is really useful, to understand what are you going to do, to think what comes next, how to shorten the process so it wouldn't be redundant. And lastly, some things doesn't change, first you put what are you going to input first, then the process, and it's output, but it would be longer if you want to use the decision, give its yes and no decisions.
9. Assessment Rubric