Pseudocode and Flowcharts

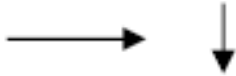# Objectives:

- Pseudo code
- Flowcharts

Pseudo code

- Pseudocode is a language very close to English that allows us to represent a program concisely.

- The only thing you need is a statement to show where you are starting and where you are ending a program.

- We will be using the word **Start** for the start point and the word **End** to show the finish point.

Flowcharts

- A more visual way to see the behavior of a program is a **flowchart** which is appealing to the visual learner.

- A flowchart uses symbols and shapes to represent an algorithm. Pseudocode can be translated into a flowchart and vice versa.

Flowcharts Symbols

Flowchart Symbol	Explanation
Arrow	Shows the direction of the program; what to execute next
Oval	Used for the Control and End of a program. Write the word inside the shape.
Rectangle	Used for assignment statements. Write the statements inside the shape.
Parallelogram	Used for input and output. Write the I/O statements inside the shape.

Example

This program asks the user their name then says "Hello [Name]"
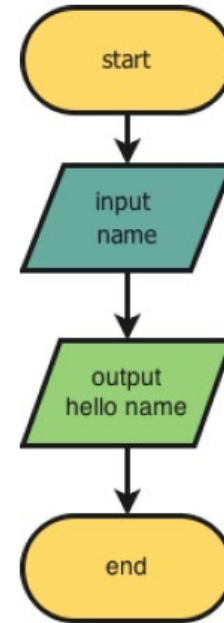
pseudo code   *Flowchart*

Start

    input username

    output "Hello username"

End

Activities:

- Pseudo code

- Flowcharts using:

  https://www.draw.io/