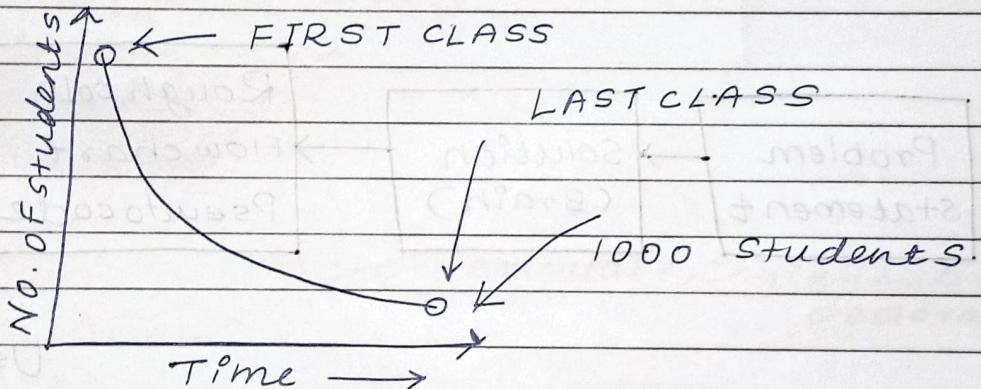


## Orientation class schedule

20 weeks  
23 Topics

- Monday → Live LB
- Wednesday → Live LB
- Friday → Recorded LB
- Sunday → Doubt session LK

WEEK



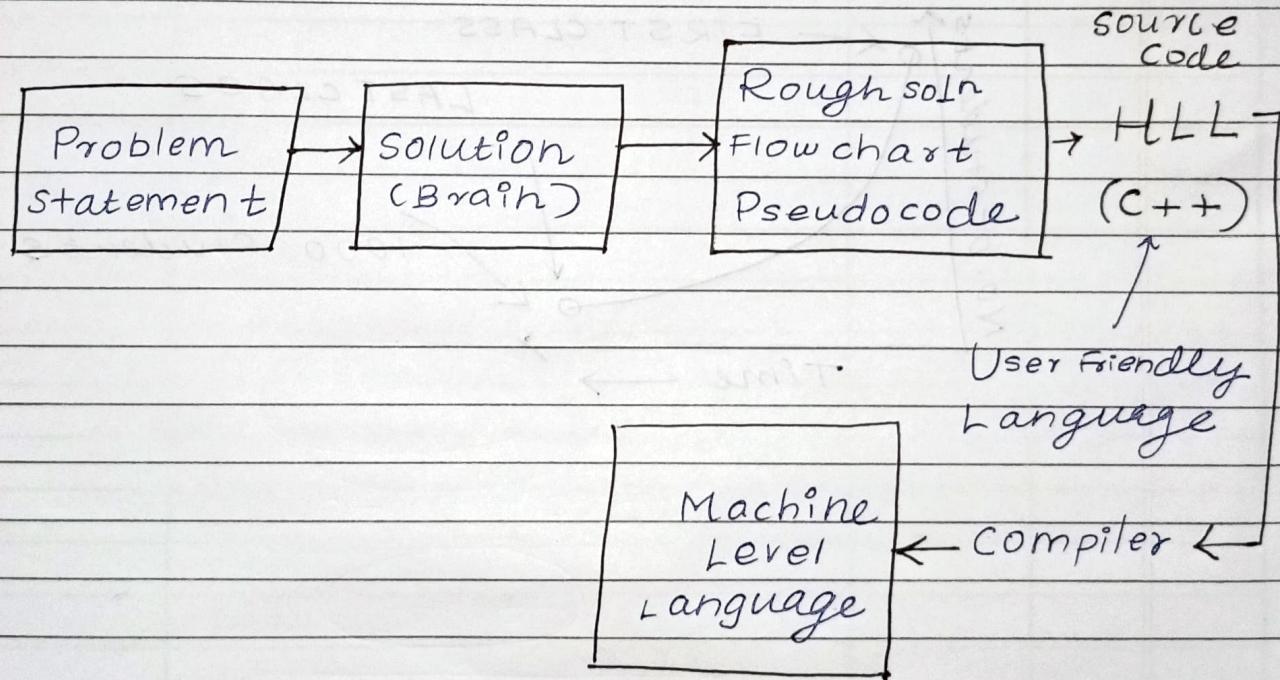
# Introduction to Programming

## Algorithm

A series of steps to solve a problem.

How to Approach a Problem?  
(Thought Process)

1. Understand the Problem.
2. Input values (what is given)
3. Create logic // Algorithm.



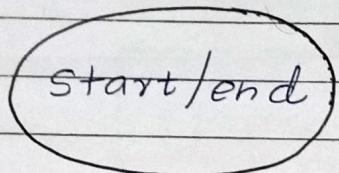
H.W → Low Level Language vs mid level vs High Level

## Flowchart

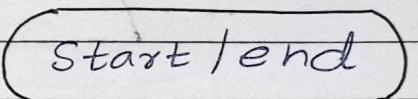
A flowchart is a type of diagram.

### Components

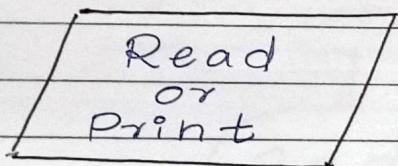
#### Terminator



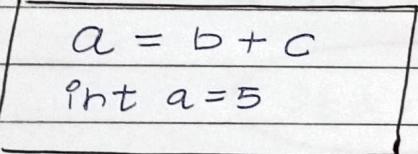
or



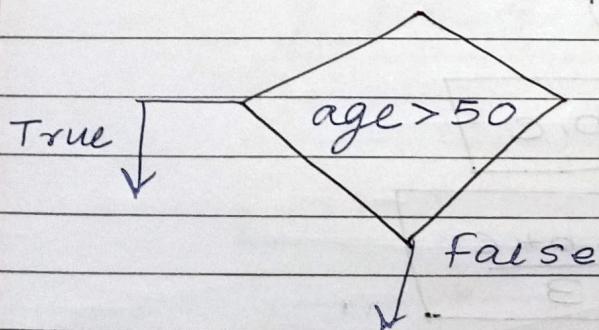
#### I/P or O/P Block



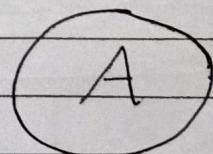
#### Process Block (calculate, Initialization / declaration)



#### Decision-Making Block

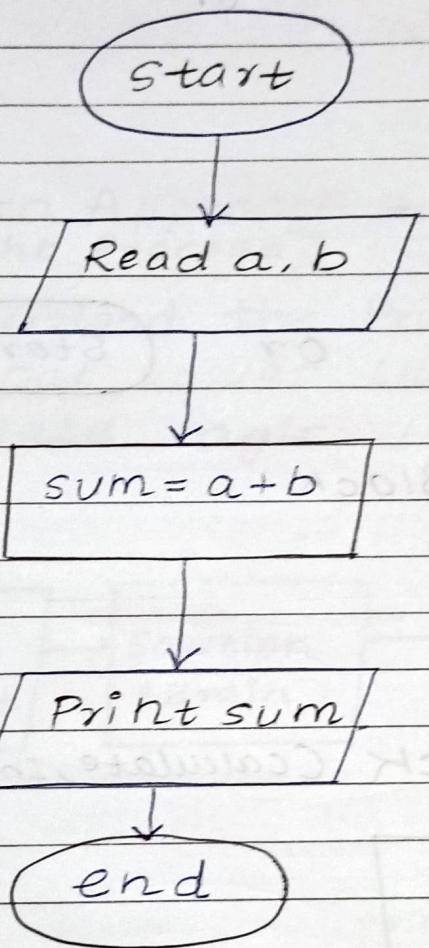


#### Connector

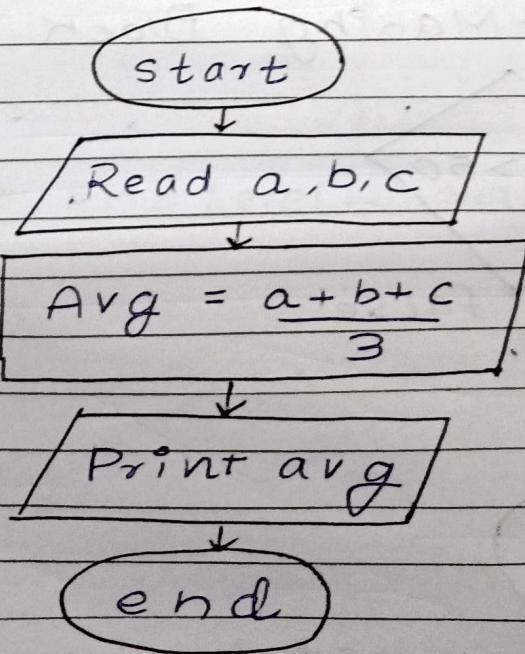


Mostly related to function

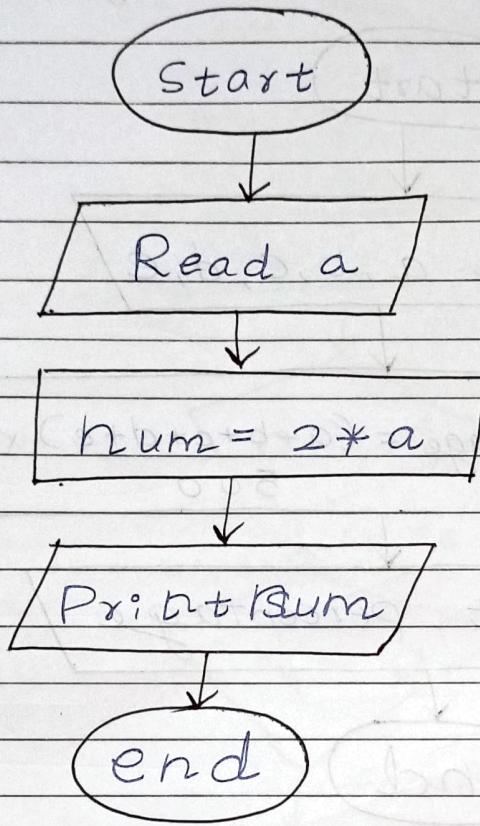
E.  
Print sum of a & b



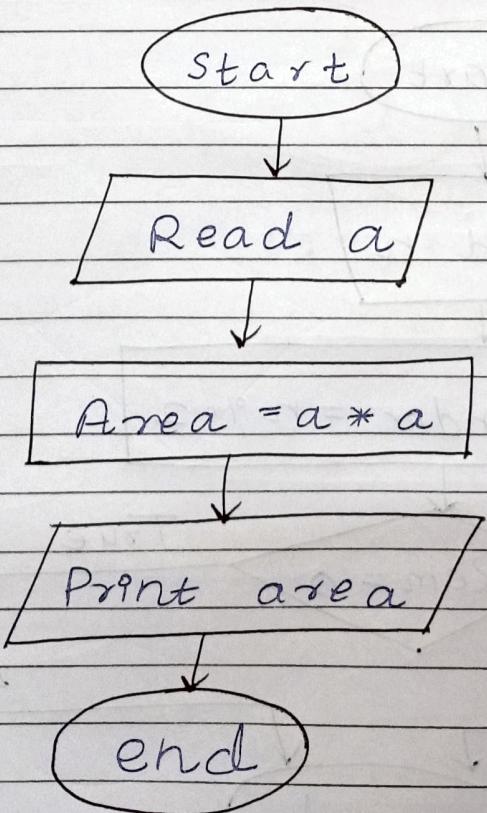
Average of a, b, c



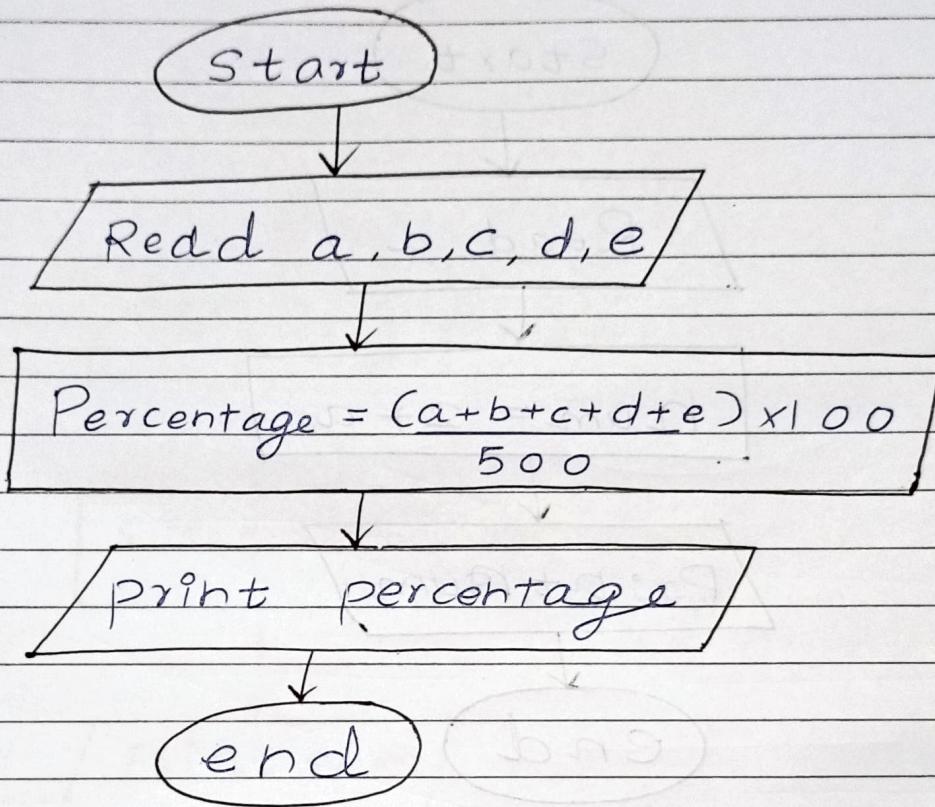
Print twice of a



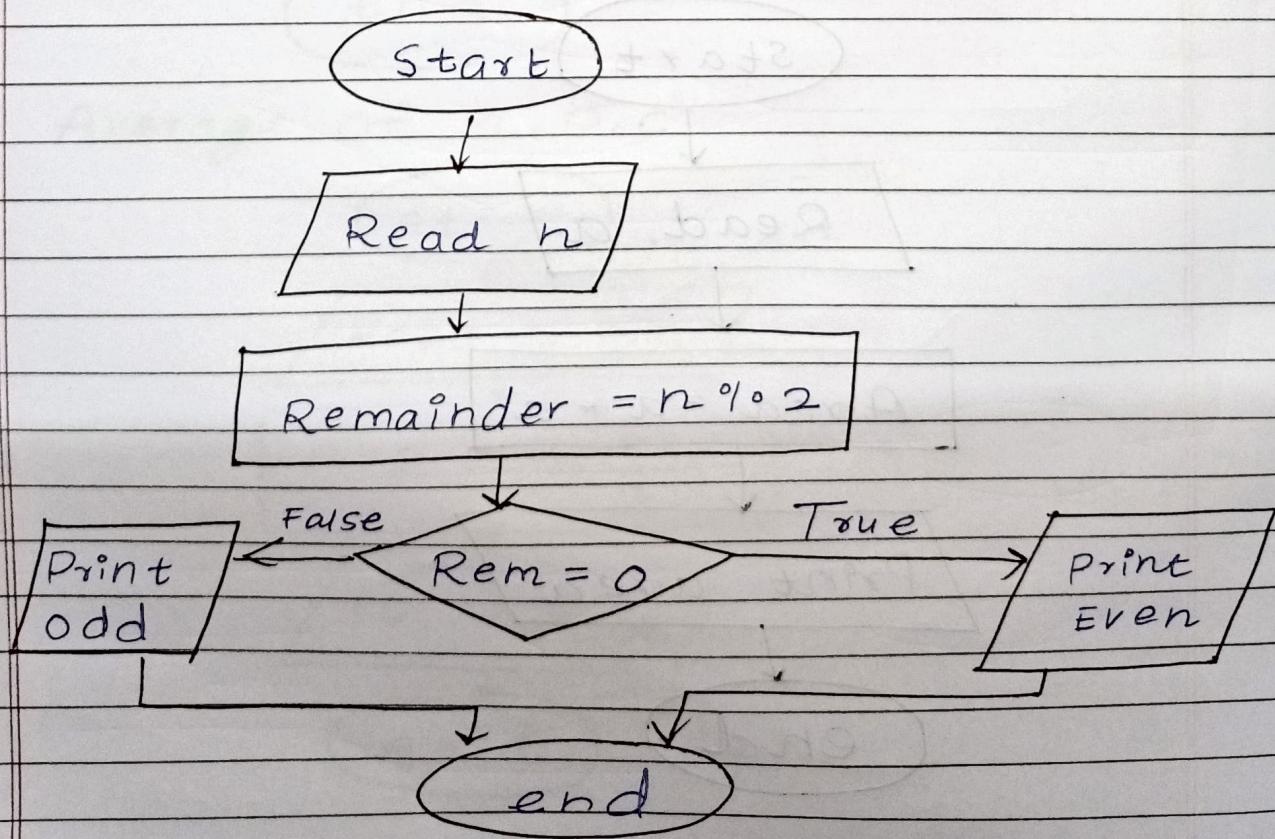
Find Area of square



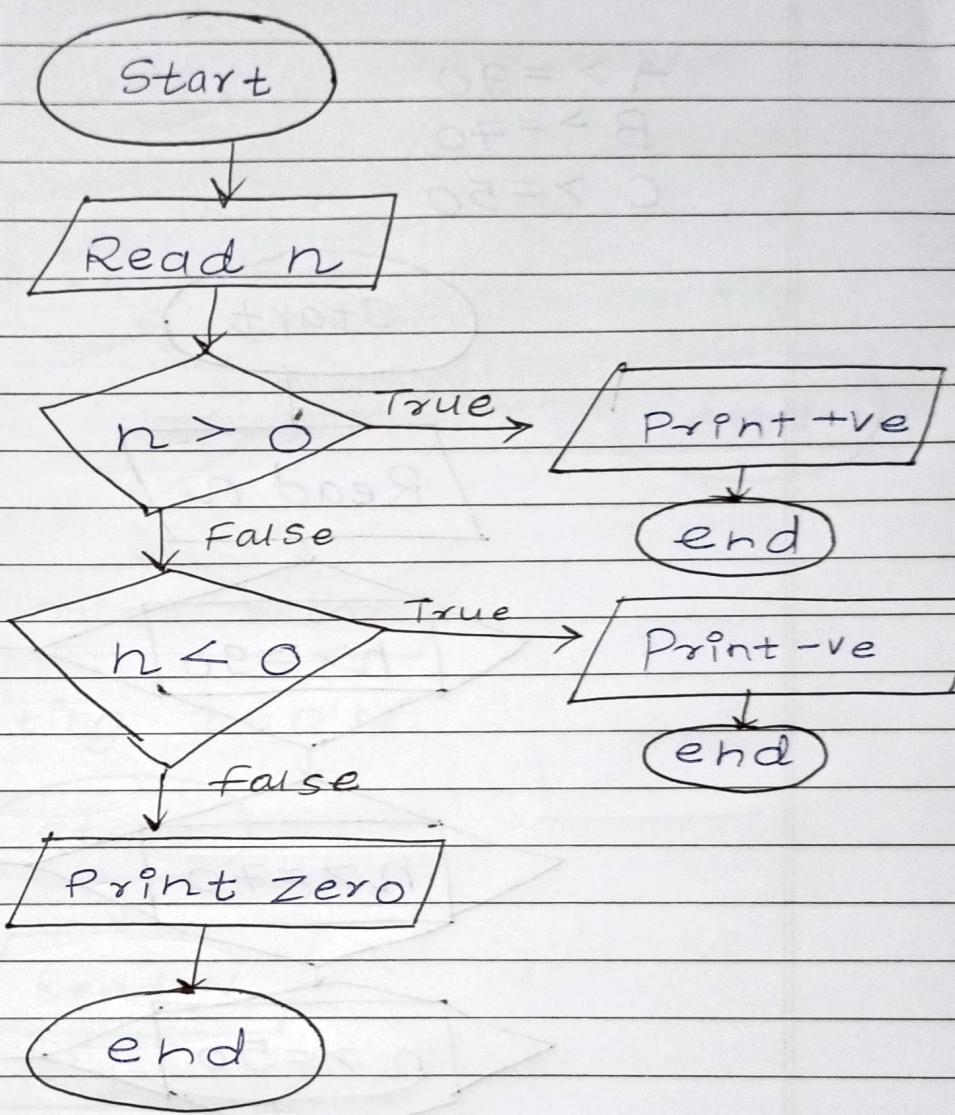
calculate overall percentage from marks



check num is Even or odd



Check +ve, -ve or 0



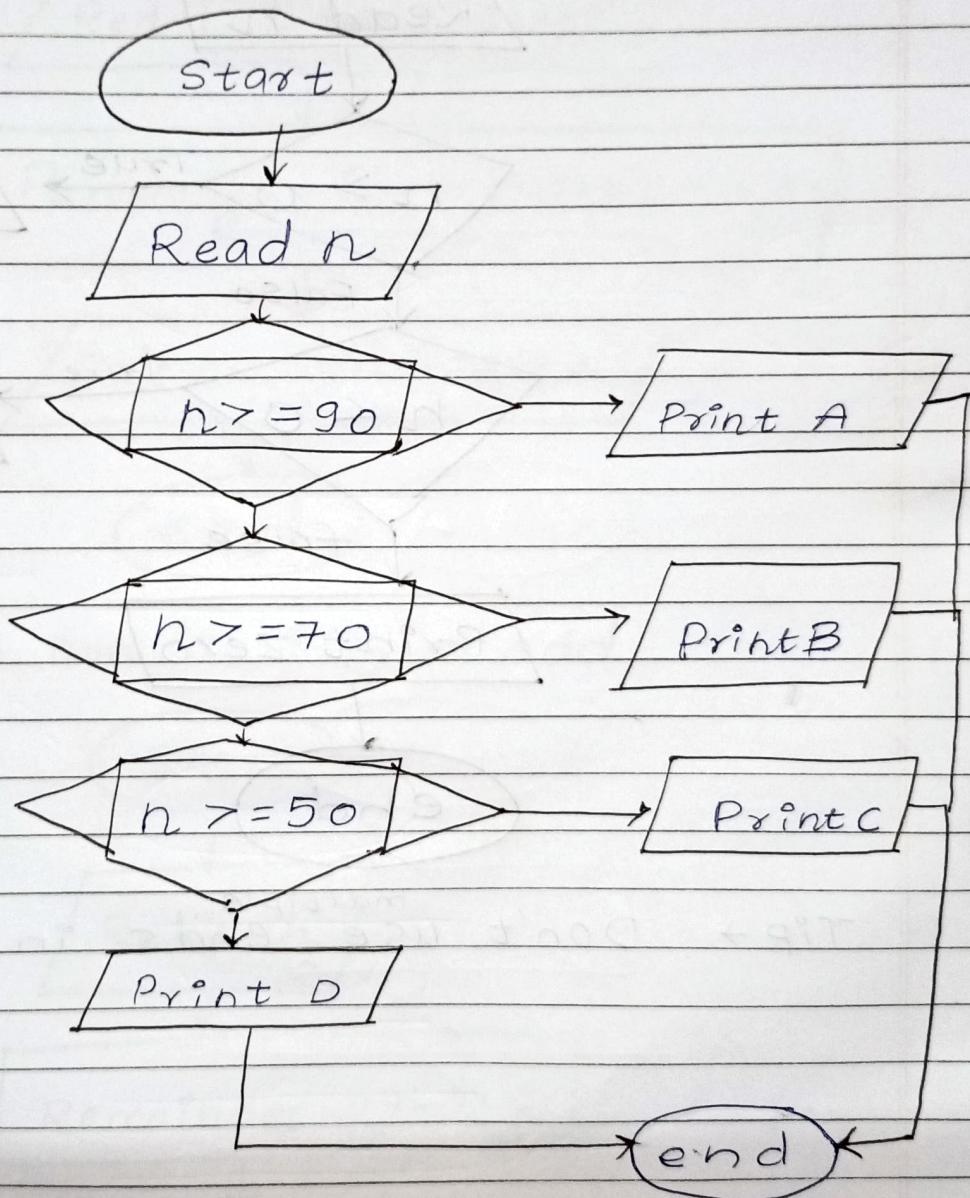
Tip → Don't use <sup>multiple</sup> ends in flowchart.

# Student & Grade flowchart

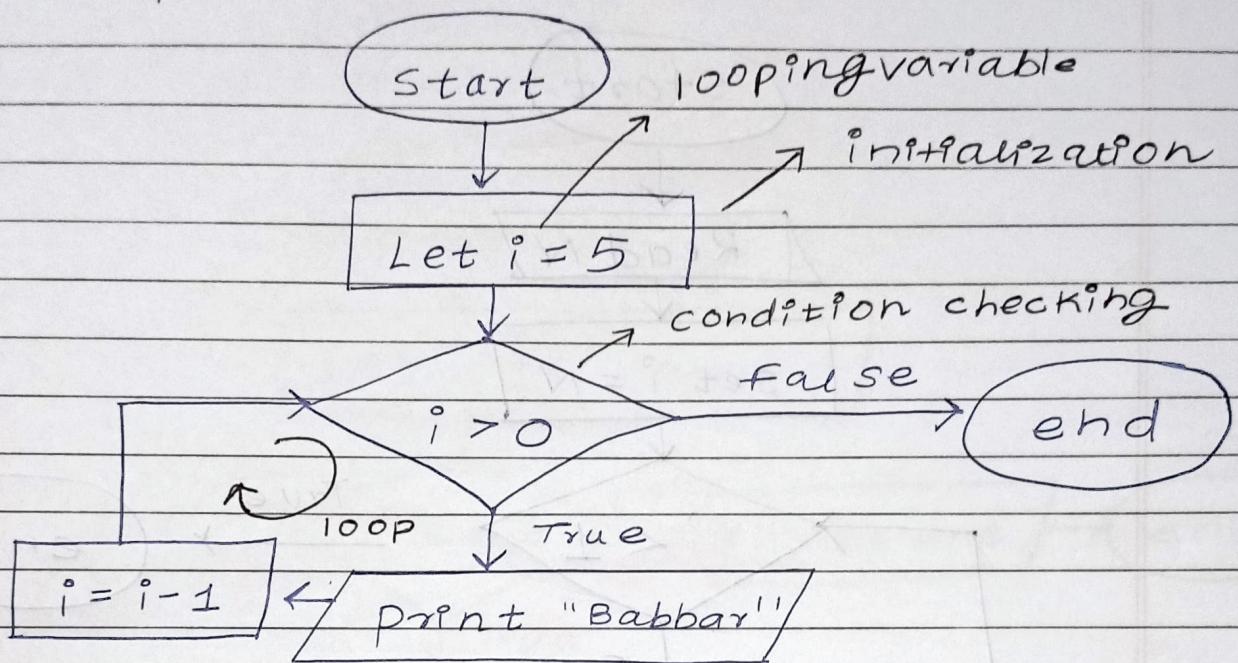
$A \geq 90$

$B \geq 70$

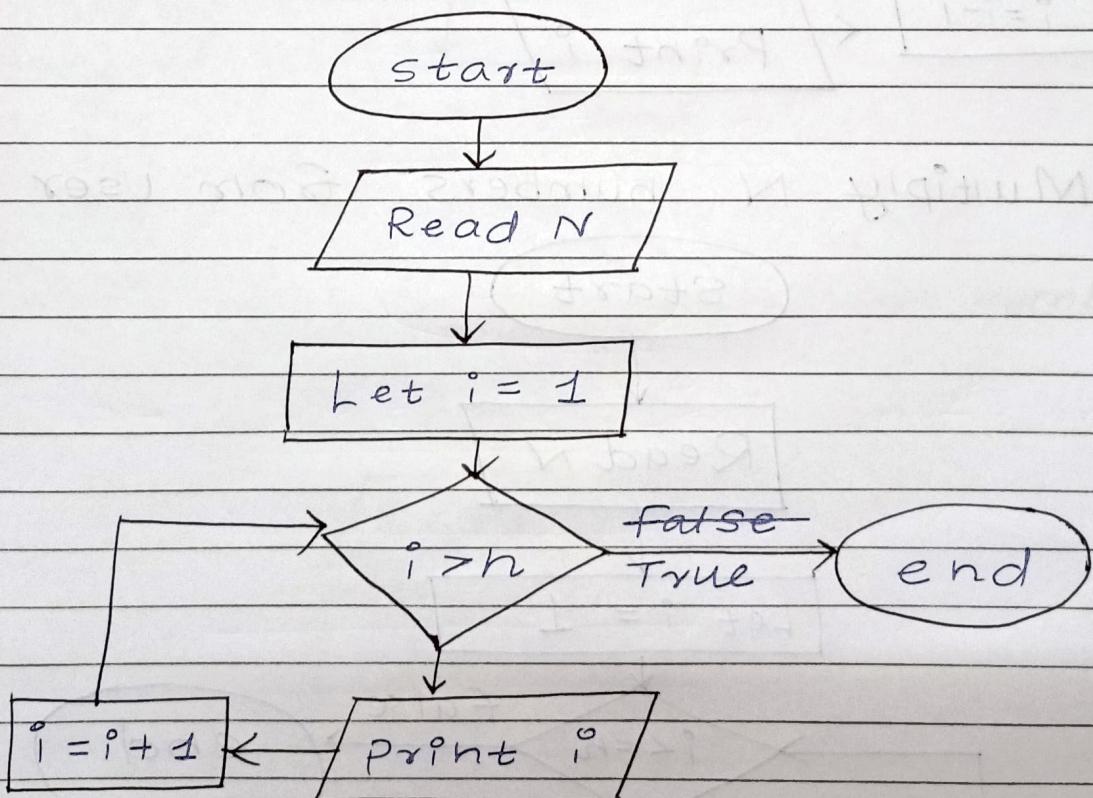
$C \geq 50$



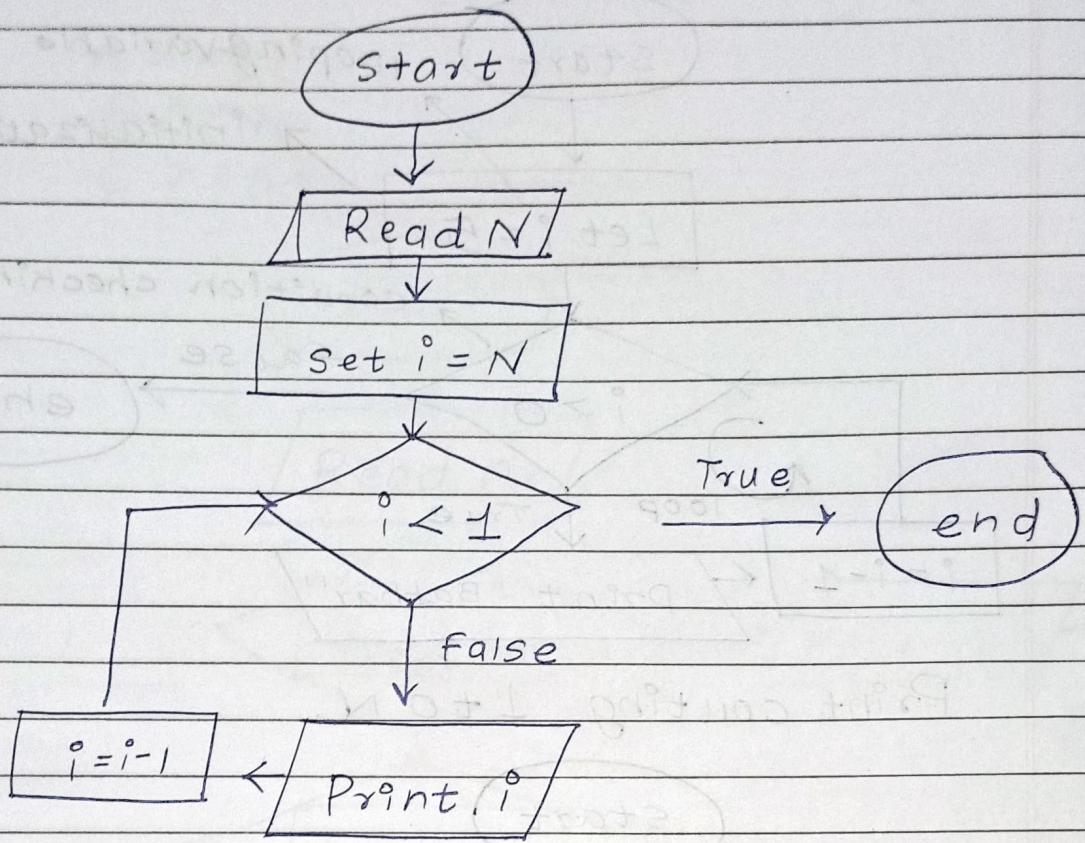
## LOOPS



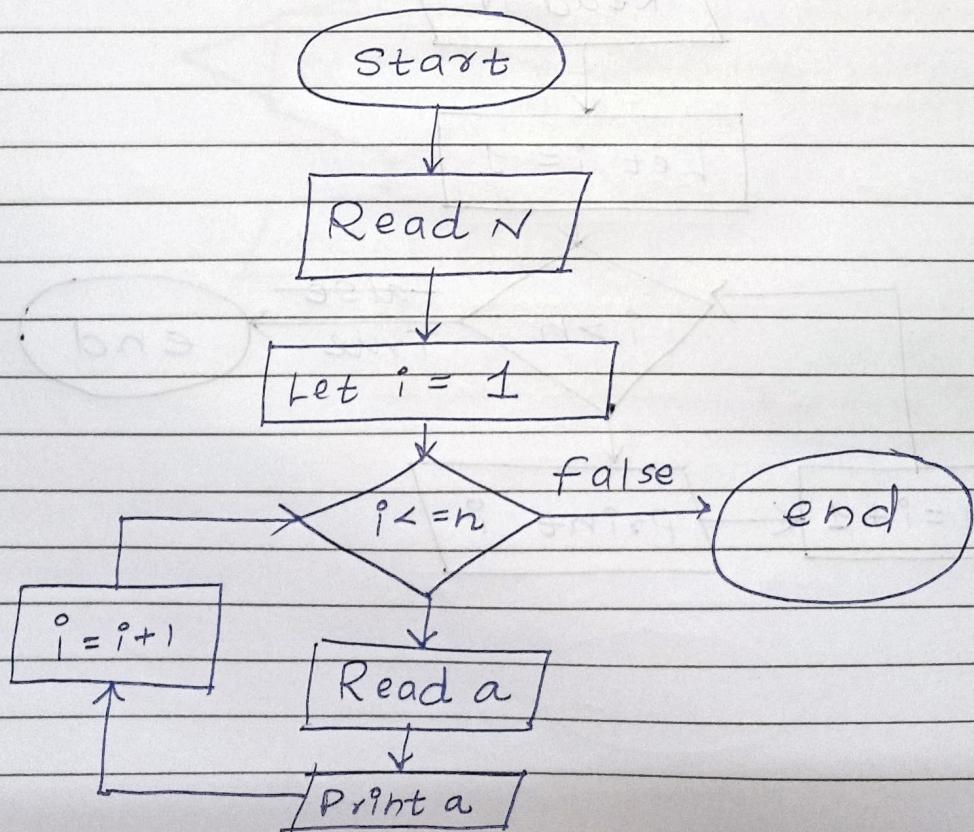
Print couting 1 to N.

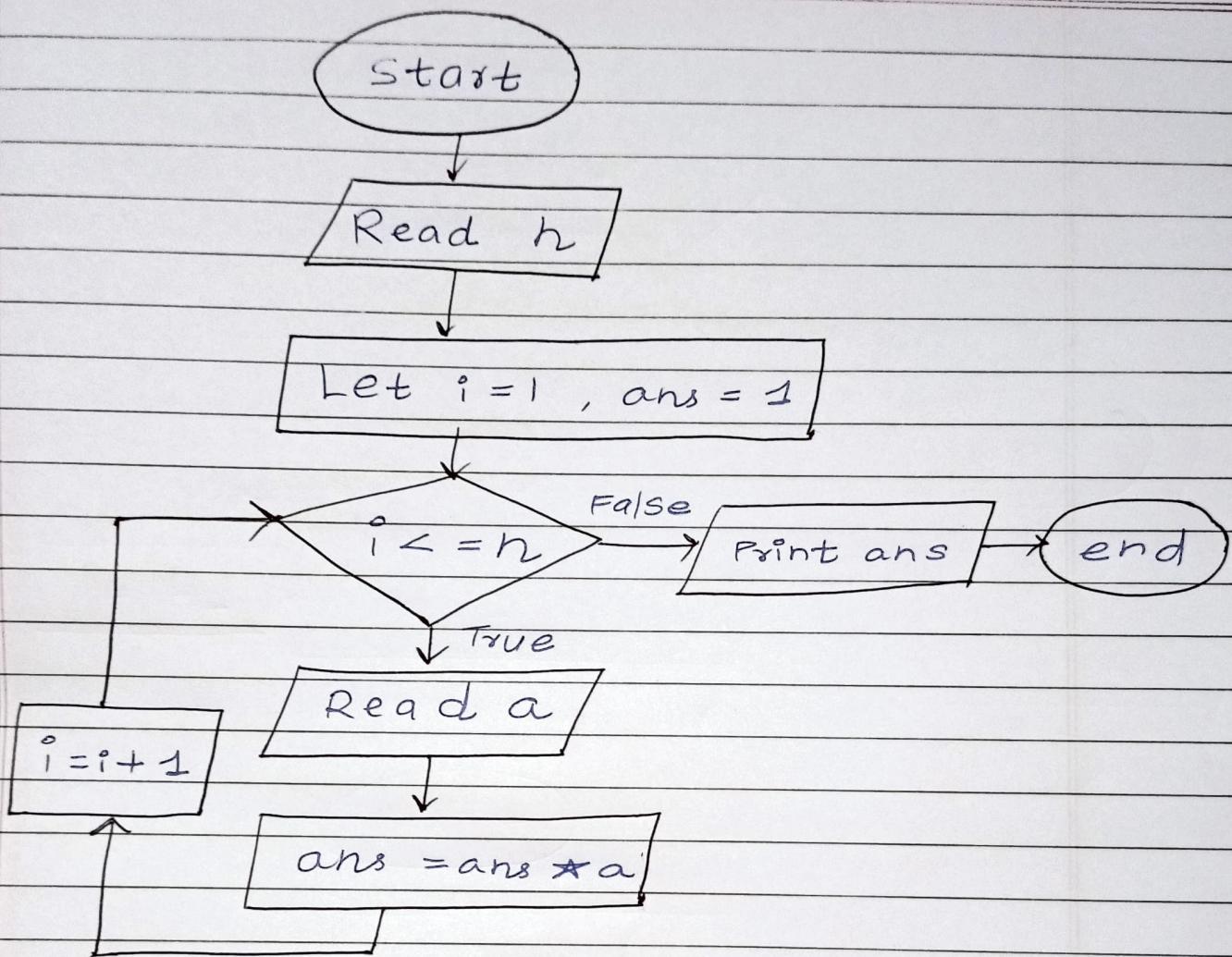


Print N to 1



Multiply N numbers from user





Print 1 to N, but only Even numbers

