

# 01: PROGRAMMING PROBLEM-SOLVING

Programming Technique I  
(SECJ1013)



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**FOR MID SEMESTER  
TEST USE**

# Problem-Solving Process

# The Programming Process

# Programming Process

❖ Programming is a process of problem solving.

❖ Problem solving techniques

- ◆ Outline the problem requirements
- ◆ Analyze the problem
- ◆ Design steps (algorithm) to solve the problem

# Programming Process

**This week**

1. Clearly define what the program is to do.
2. Visualize the program running on the computer.
3. Use design tools such as a hierarchy chart, flowcharts, or pseudocode to create a model of the program.
4. Check the model for logical errors.
5. Type the code, save it, and compile it.
6. Correct any errors found during compilation. Repeat Steps 5 and 6 as many times as necessary.
7. Run the program with test data for input.
8. Correct any errors found while running the program. Repeat Steps 5 through 8 as many times as necessary.
9. Validate the results of the program.

# Input, Process and Output

# Input, Process and Output

Three steps that a program typically performs:

 Gather input

- ◆ from keyboard
- ◆ from files on disk drives

 Process the input

 Display the result as output

- ◆ send it to the screen
- ◆ write to a file

# Example 1

✿ Identify an input, process and output to develop a program to calculate area of a rectangle.

✿ Input data

- ◆ Length
- ◆ Width

✿ Process the input

- ◆  $\text{Area} = \text{Length} * \text{Width}$

✿ Output Data

- ◆ Area

# In-Class Exercise 1

Identify the input, process and output for a program to calculate employee income tax based on the following formula:

$$\text{Tax} = 0.25 * (\text{monthly income} * 11 - \text{number of kids} * 450)$$

Your program will display the name of the employee and amount of tax on the screen.

# Procedural and Object-Oriented Programming

# Procedural and Object-Oriented Programming

- ❖ Procedural programming (a.k.a structured programming) is centered on procedures or functions (a.k.a modules).  
Example language: C.
  
- ❖ Object-oriented programming (OOP), is centered on objects.  
An object contains data and procedures. Example language:  
C++.

# Problem Solving Techniques

# Problem Solving Methods

Three problem solving methods will be discussed in this class are:

## Develop Algorithms

- ◆ Flowchart
- ◆ Pseudo code

## Top-down design

- ◆ Structured Chart

# Algorithms

❖ Algorithm - a sequence of a finite number of steps arranged in a specific logical order to produce the solution for a problem.

❖ Algorithms requirements:

- ◆ Must have input
- ◆ Must produce output
- ◆ Unambiguous
- ◆ Generality
- ◆ Correctness
- ◆ Finiteness
- ◆ Efficiency

# Pseudo codes

# Pseudo Code

❖ Pseudocode is a semiformal, English-like language with limited vocabulary that can be used to design & describe algorithms.

❖ Purpose- to define the procedural logic of an algorithm in a simple, easy-to-understand for its readers.

❖ Free of syntactical complications of programming language.

# Example: Pseudo Code

Execution sequence follow the steps flow.

Example: Algorithm for multiplying two numbers

1. Start
2. Get A
3. Get B
4. Calculate result,  
$$C = A * B$$
5. Display result C
6. End

Execution sequence



# In-Class Exercise 1

Develop a pseudo code for a program to calculate employee income tax based on the following formula:

$$\text{Tax} = 0.25 * (\text{monthly income} * 11 - \text{number of kids} * 450)$$

Your program will display the name of the employee and amount of tax on the screen.

# Flowcharts

# Flowchart

❖ Flowchart - represents an algorithm in graphical symbols.

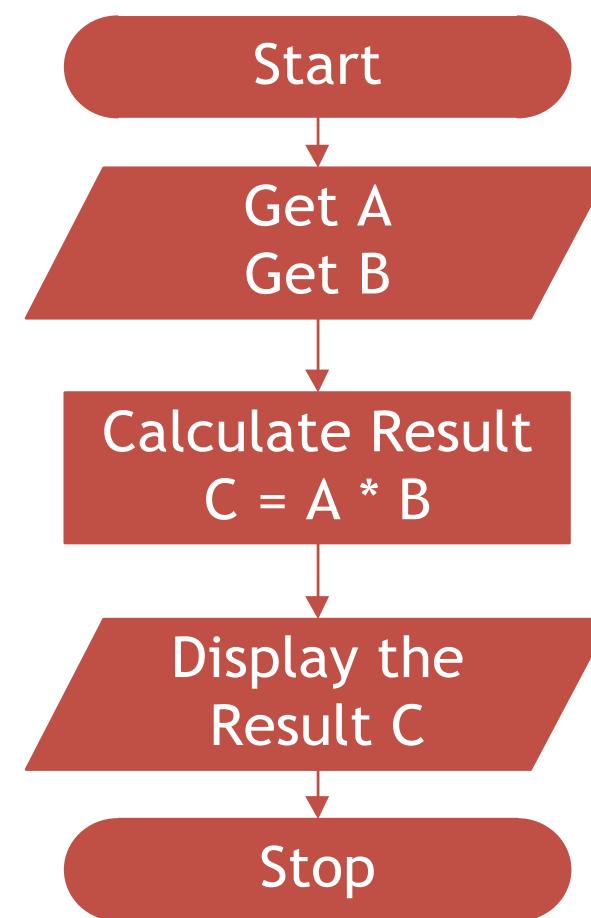
❖ Flowchart – a graph of geometrical shapes that are connected by lines.

❖ Two important element in flow chart:

- ◆ Geometrical shapes – represent type of statements in the algorithm
- ◆ Flow line – show the order in which the statements of an algorithm are executed.

# Example: Flowchart

 Algorithm for multiplying  
two numbers



# Flowchart Symbol

# Flowchart Symbol



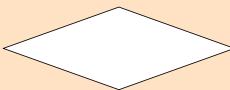
**Terminal:** Used to indicates the start and end of a flowchart. Single flowline. Only one “Start” and “Stop” terminal for each program. The end terminal for function/subroutine must use “Return” instead of “Stop”.



**Process:** Used whenever data is being manipulated. One flowline enters and one flowline exits.



**Input/Output:** Used whenever data is entered (input) or displayed (output). One flowline enters and one flowline exits.



**Decision:** Used to represent operations in which there are two possible selections. One flowline enters and two flowlines (labelled as “Yes” and “No”) exit.



**Function / Subroutine:** Used to identify an operation in a separate flowchart segment (module). One flowline enters and one flowline exits.



**On-page Connector:** Used to connect remote flowchart portion on the same page. One flowline enters and one flowline exits.



**Off-page Connector:** Used to connect remote flowchart portion on different pages. One flowline enters and one flowline exits.



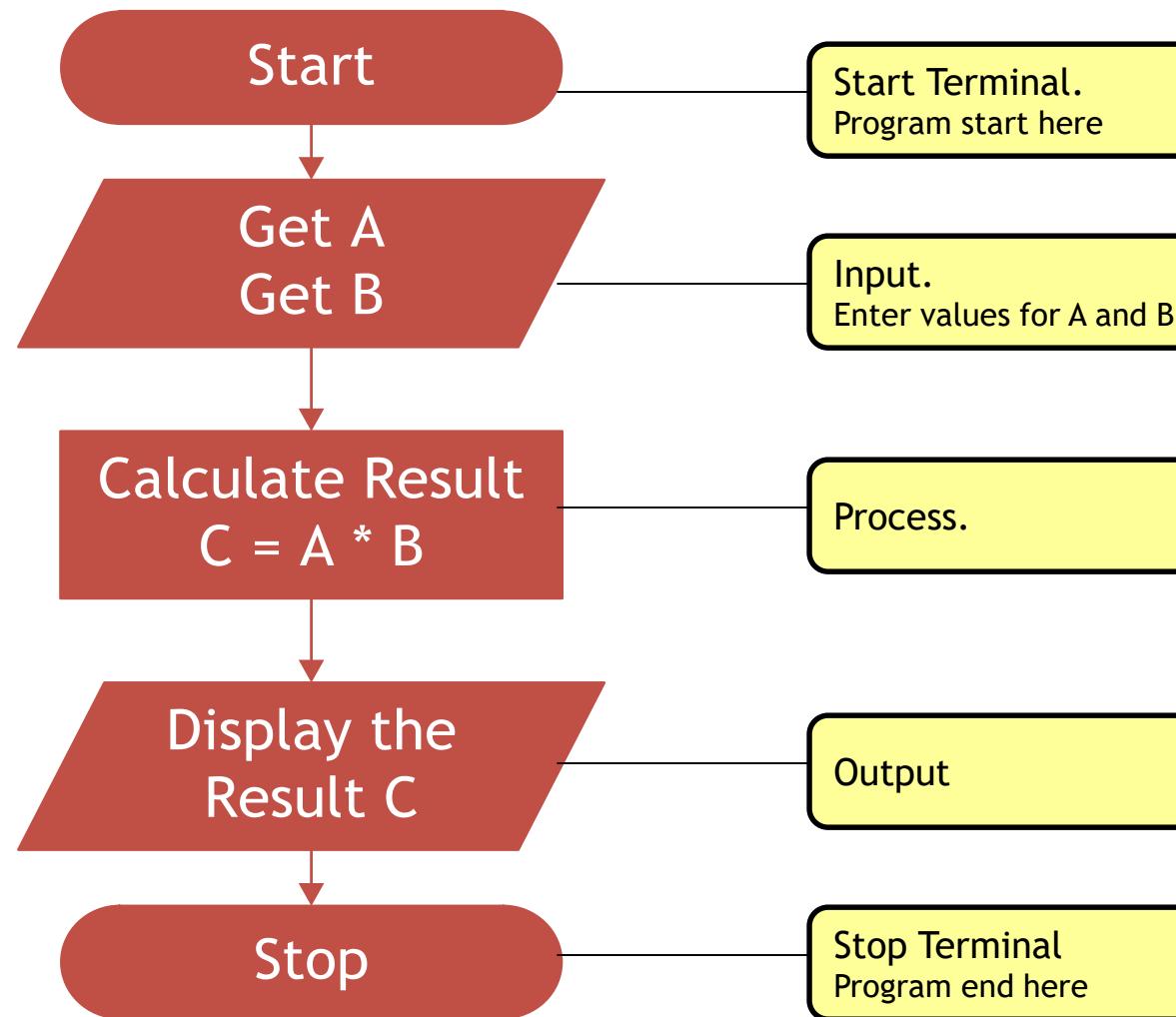
**Comment:** Used to add descriptions or clarification.



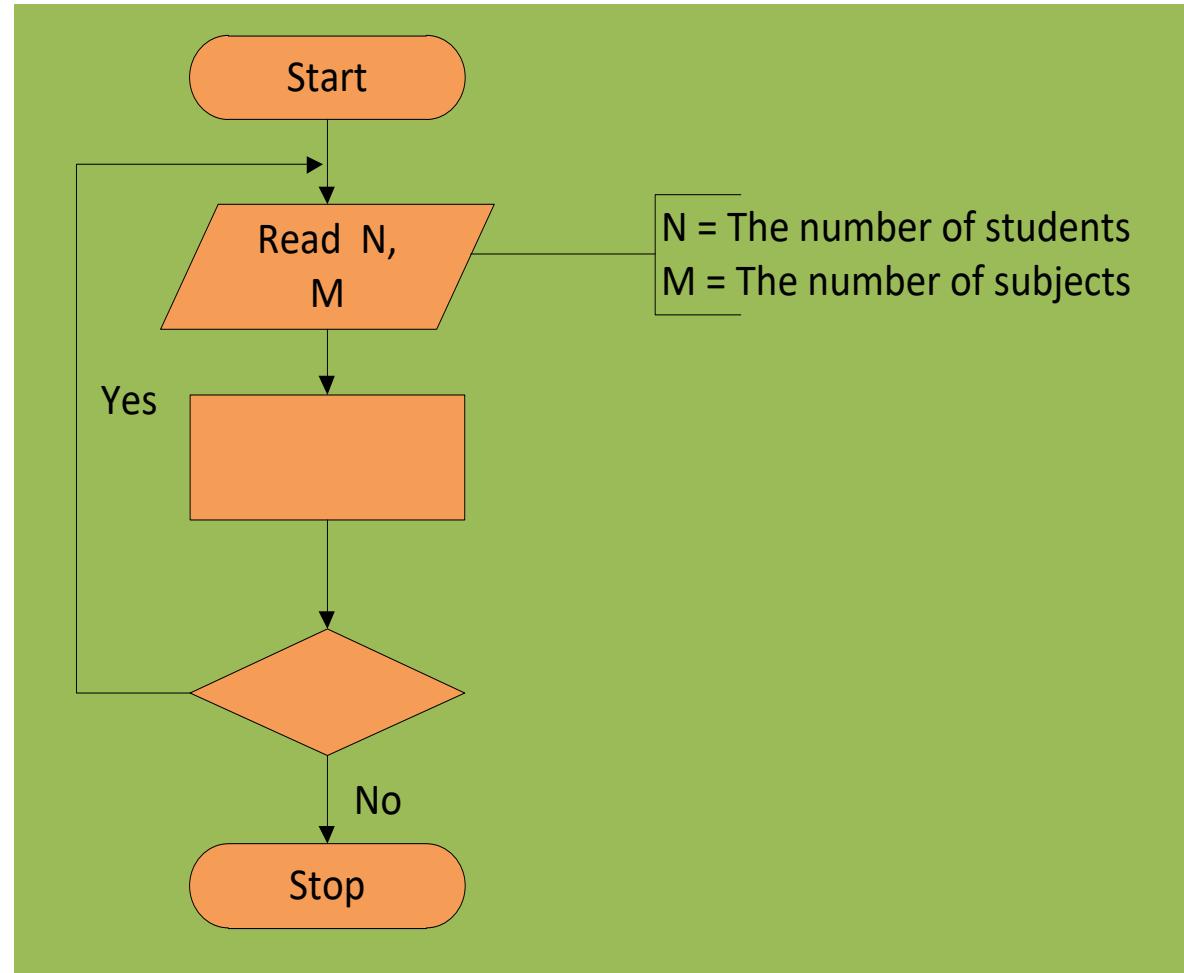
**Flowline:** Used to indicate the direction of flow of control.

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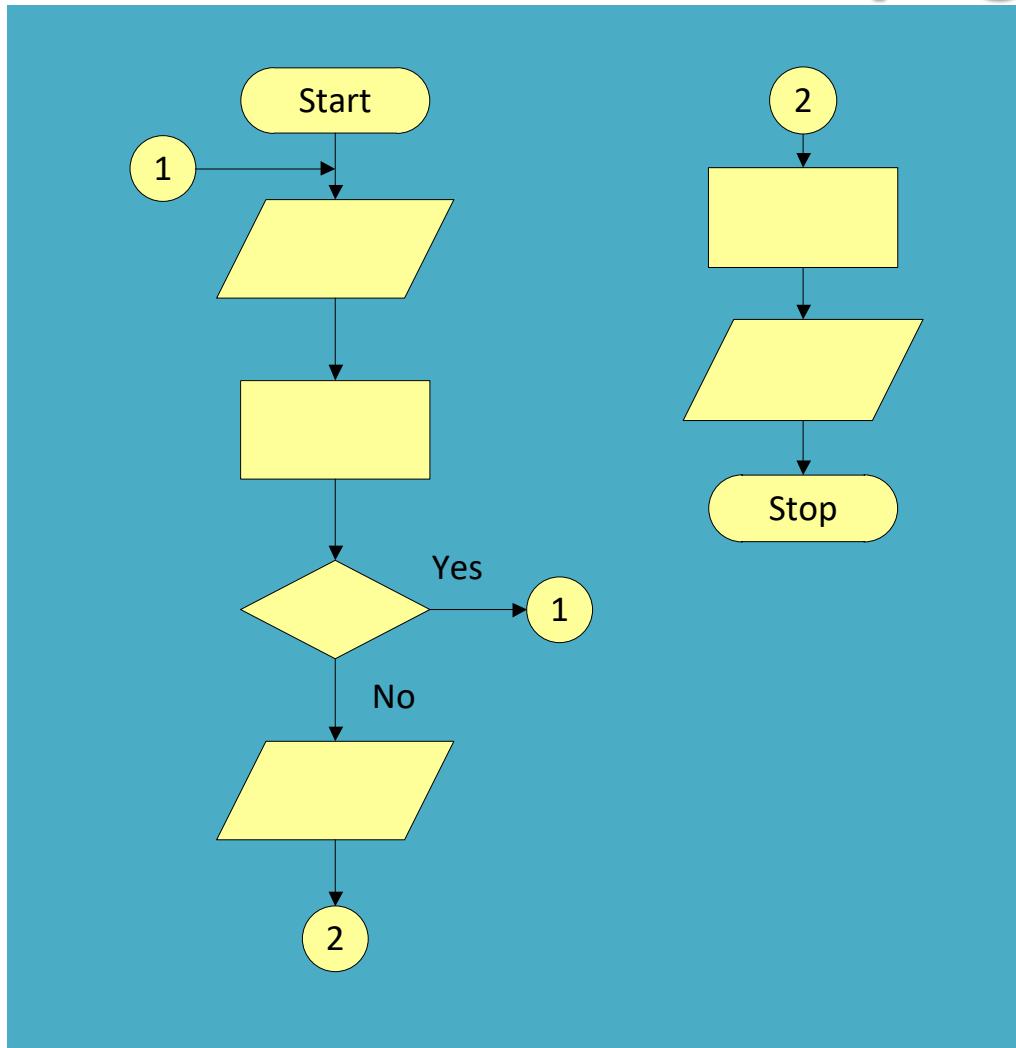
# Flowchart Explanation



# Example: Use of comments/ description

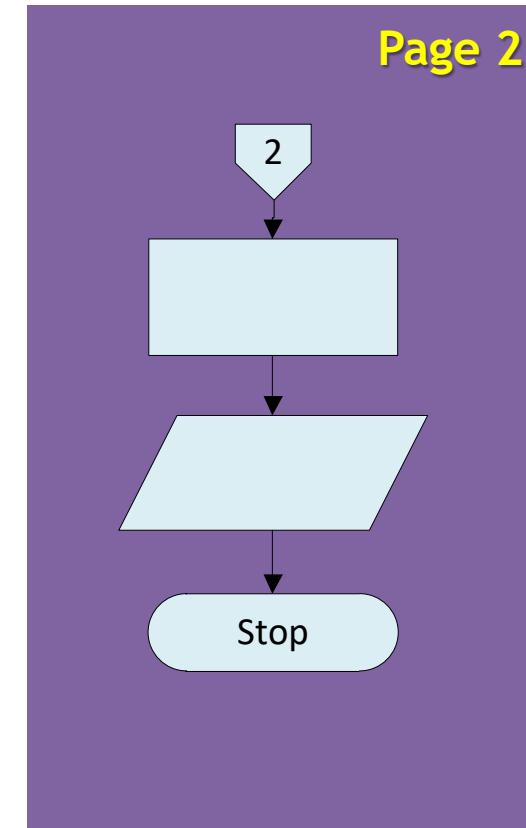
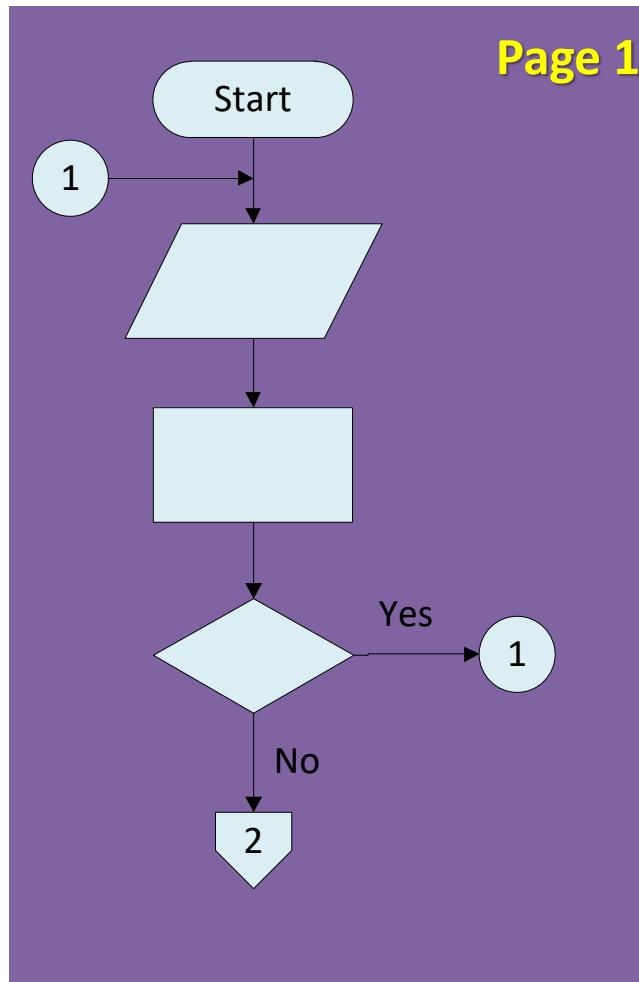


# Example: Use of connectors on the same page



- 1- connection on the same flowchart portion
- 2- connection on the different flowchart portion

# Example: Use of connectors on the different page

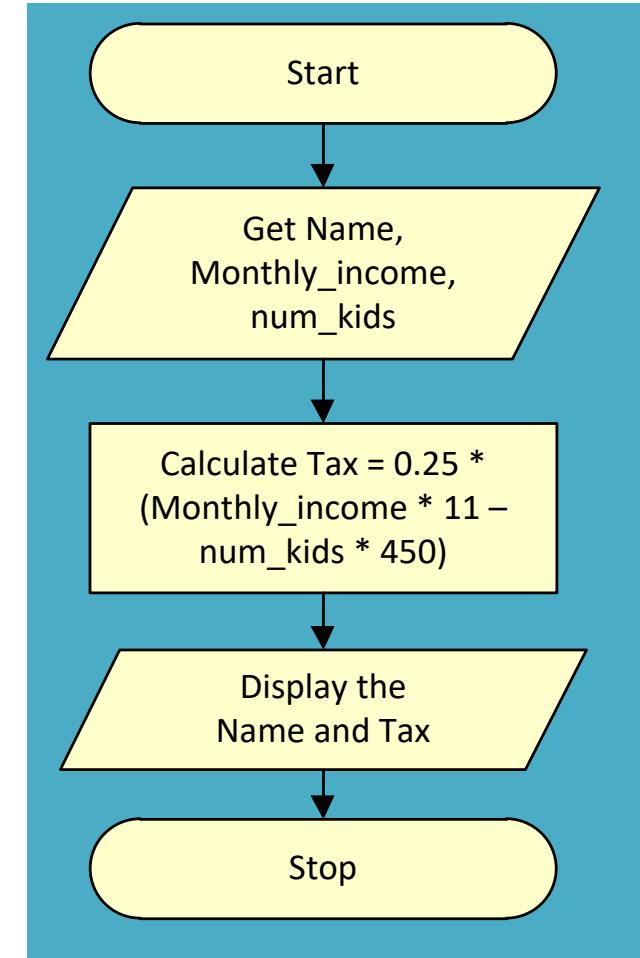


# In-Class Exercise

Draw a flowchart for a program to calculate employee income tax based on the following formula:

$$\text{Tax} = 0.25 * (\text{monthly income} * 11 - \text{number of kids} * 450)$$

Your program will display the name of the employee and amount of tax on the screen.



# Flowchart Structures

# Control Structure

❖ Describe the flow of execution

❖ Basic types of control structure:

- ◆ Sequential
- ◆ Selection
- ◆ Repetition

# Flowchart Structures: Sequential

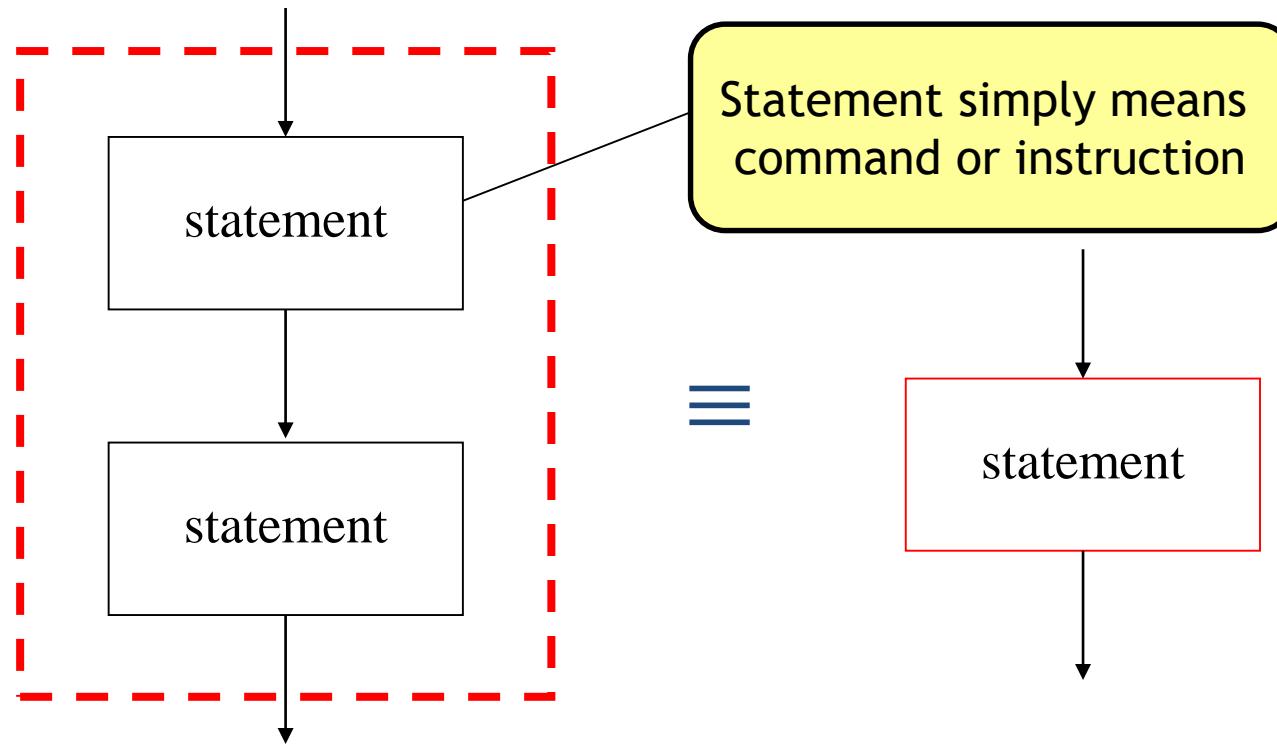
# Sequential Structure

- ❖ A series of steps or statements that are executed in the order they are written in an algorithm.
- ❖ Pseudo code - Mark the beginning and end of a block of statements.

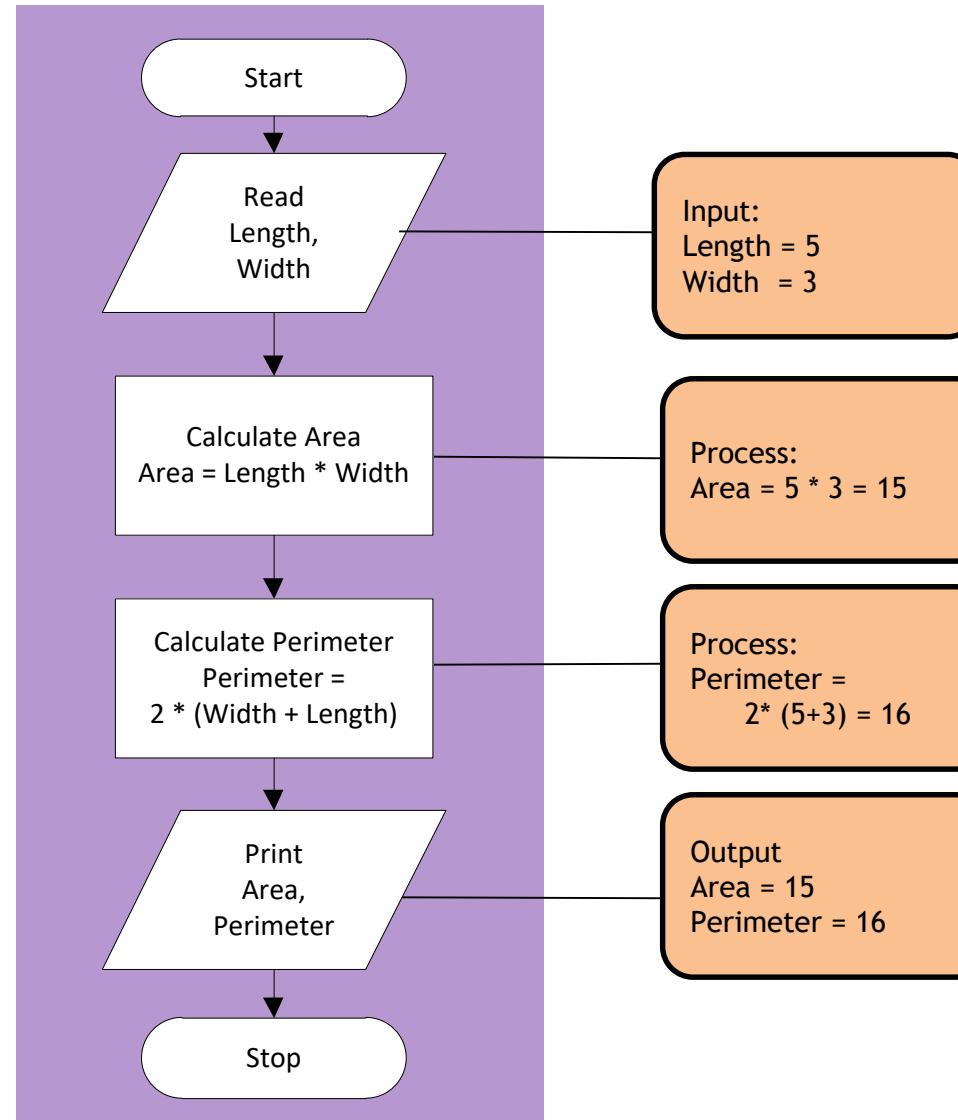
```
1.    Start
2.    Statement_1
3.    Statement_2
4.    Statement_3
:
:
n.    Statement_n
n+1. End
```

# Sequential Structure: Flowchart

- ✿ Multiple statements considered as one statement.



# Flowchart Tracing



# Trace Table

- ❖ Trace tables allow developers to test their algorithms in order to make sure there are no logic errors.
- ❖ Within the trace table, each variable, conditional test and output must be listed.

## Example:

Length	Width	Area	Perimeter	Output
10	15	150	50	Area = 150, Perimeter = 50
20	20	400	80	Area = 400, Perimeter = 80
30	15	450	90	Area = 450, Perimeter = 90

# In-Class Exercise 1

Trace the content of the variables and determine the output of the following algorithm, if the input for Radius is:

- a. 3
- b. 10
- c. 150

**Algorithm 1: Compute the area of a circle**

1. Start
2. Set PI = 3.14159
3. Read the Radius
4. Calculate the area of a circle using the formula:

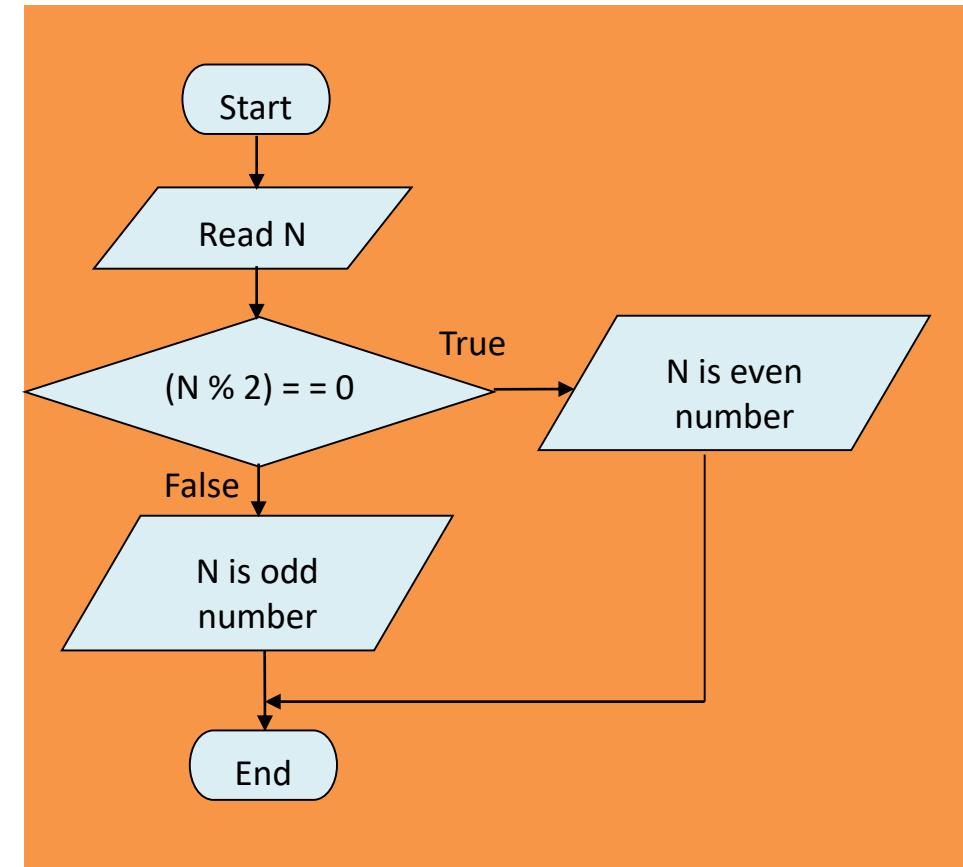
$$\text{Area} = \text{Radius} \times \text{Radius} \times \text{PI}$$

5. Display Area
6. End

# In-Class Exercise 2

Execute the flowchart using the following input values:

- a. 89
- b. 26
- c. 0
- d. 3



# Flowchart Structures: Selection

# Selection Structure

- ❖ Selection allows you to choose between two or more alternatives; that is it allows you to make decision.
  
- ❖ Decisions made by a computer must be very simple since everything in the computer ultimately reduces to either true (1) or false (0).
  
- ❖ If complex decisions are required, it is the programmer's job to reduce them to a series of simple decisions that the computer can handle.

# Selection Structure: Problem Examples

- Problem 1: Determine whether profit, return capital or loss.
- Problem 2: Determine whether a number is even or odd.
- Problem 3: Determine whether the marks is less than 60%. If it is less than 60, then print “fail”, otherwise print “pass”.
- Problem 4: Determine whether the speed limit exceeds 110 km per hour. If the speed exceeds 110, then fine = 300, otherwise fine = 0. Display fine.
- Problem 5: Determine whether the age is above 12 years old. If the age is above 12, then ticket = 20, otherwise ticket = 10. Display ticket.

# Selection Structure (cont..)

- Pseudo code – requires the use of the keywords if.

Algorithm: one choice selection

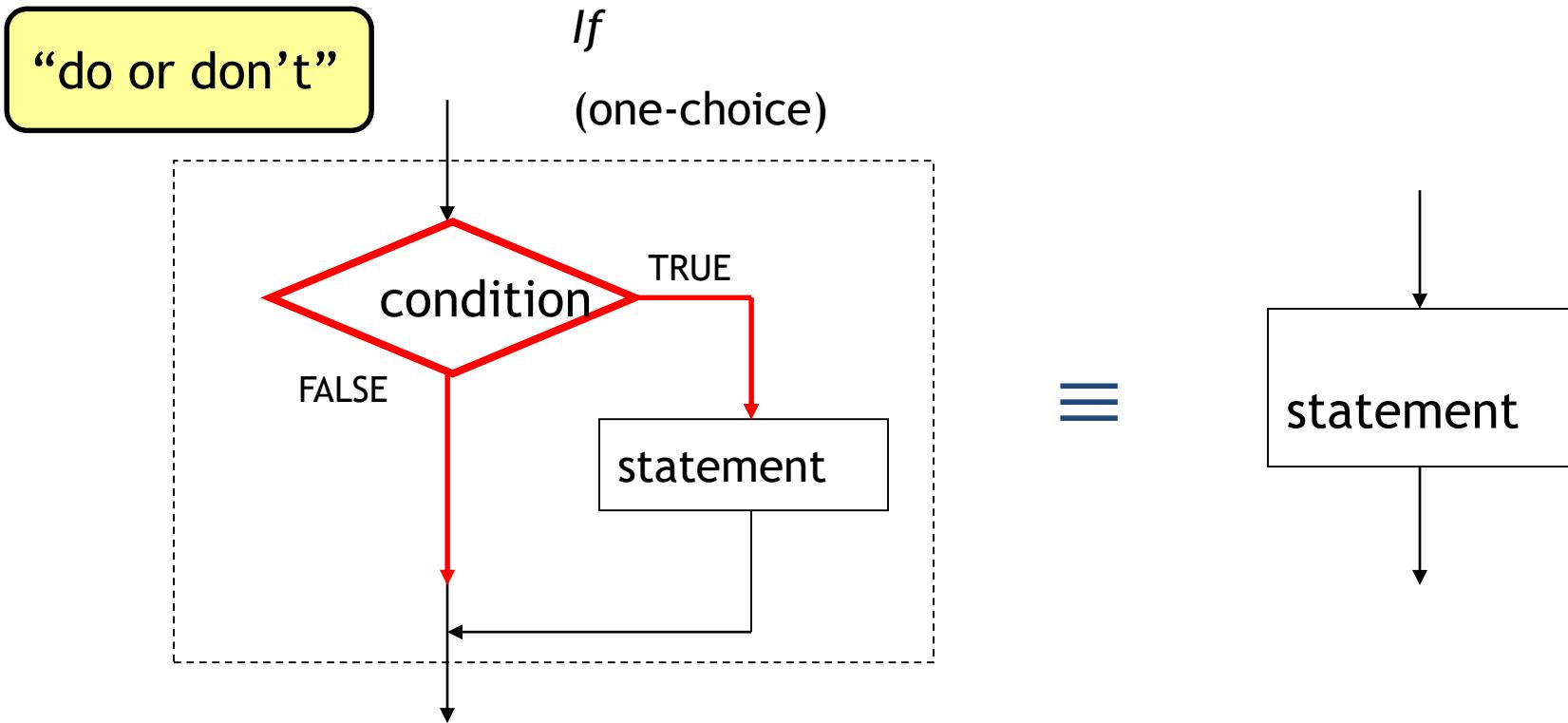
:

n. **if** condition  
                  n.1 statement

n+1. **end\_if**

:

# Selection Structure (cont..)



If set condition is true, execute the statement,  
else do nothing

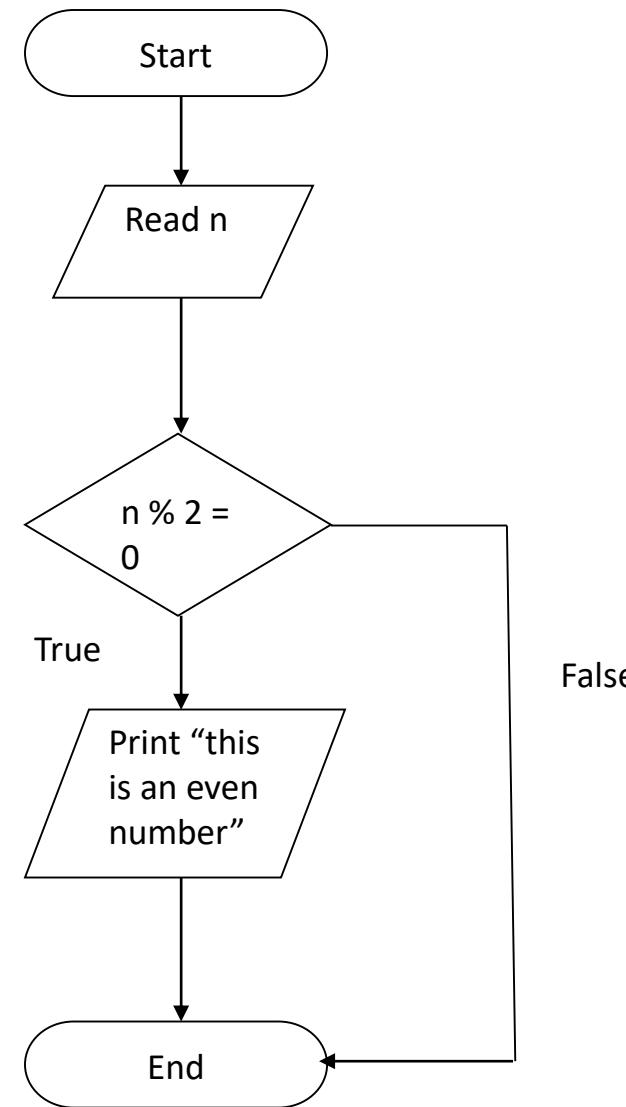
# Example

- ❖ Determine whether an input number is even. If the number is even, print “This is even number”.

# Pseudocode

1. Start
2. Read n
3. If  $n \text{ modulus } 2 == 0$ 
  1. Print “This is an even number”
4. End if
5. End

# Flowchart



# Selection Structure (cont..)

- Pseudo code - requires the use of the keywords `if` and `else`.

Algorithm: two choices selection

:

n. **if** condition

n.1 statement

:

n+1. **else**

n+1.1 statement

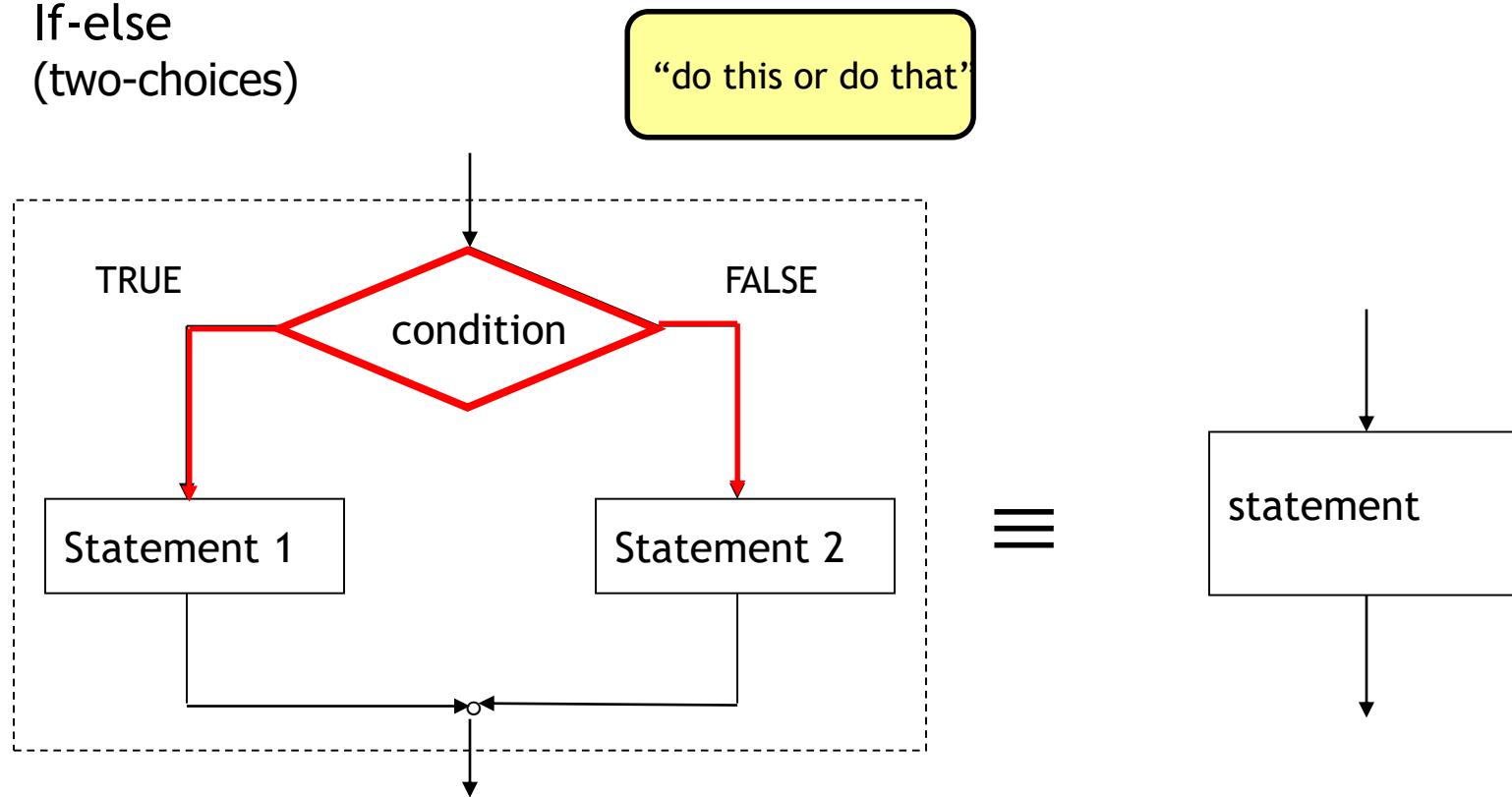
:

n+2. **end\_if**

:

# Selection Structure (cont..)

If-else  
(two-choices)



If set condition is true, execute the first statement, else execute second statement

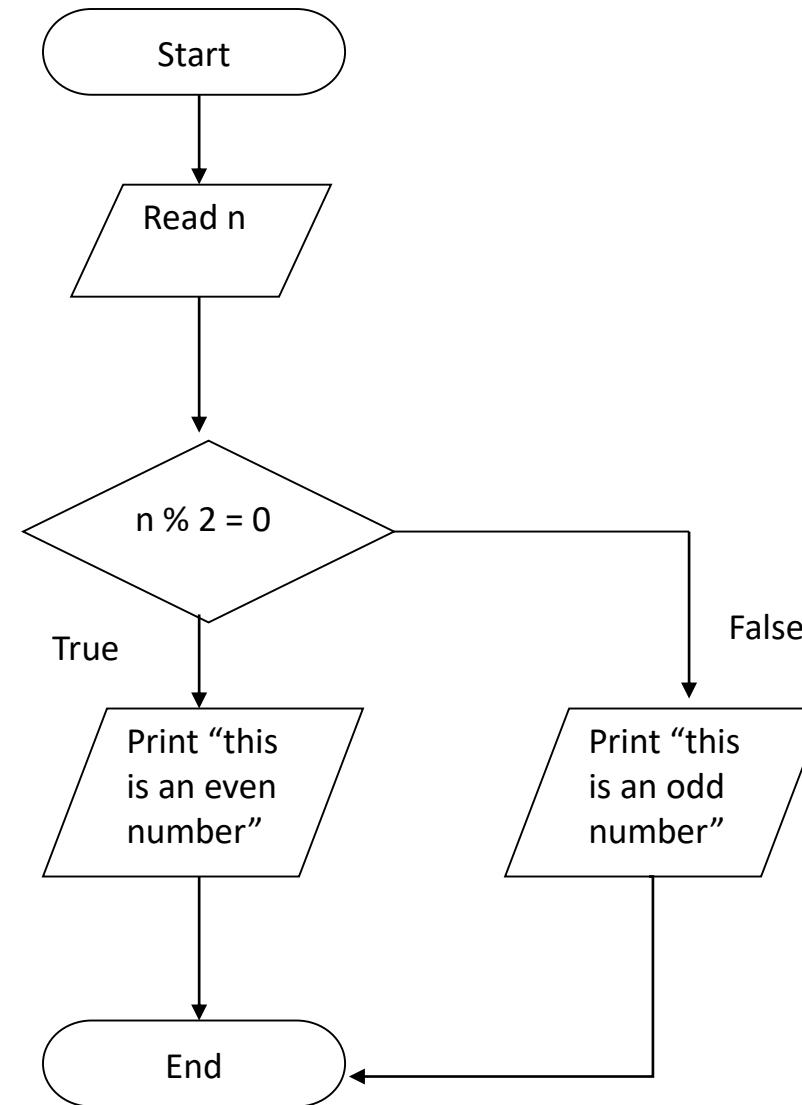
# Example

- Determine whether an input number is even or odd. If the number is even, print “This is even number”. Else, print “This is odd number”.

# Pseudocode

1. Start
2. Read n
3. If  $n \text{ modulus } 2 = 0$ 
  1. Print “This is an even number”
  2. Go step 6
4. Else
  1. Print “This is an odd number”
5. End if
6. End

# Flowchart



# Selection Structure - Problem Examples

❖ Used to compare numbers to determine relative order

❖ Operators:

>	Greater than
<	Less than
>=	Greater than or equal to
<=	Less than or equal to
==	Equal to
!=	Not equal to

# Relational Expressions

✿ Boolean expressions – true or false

✿ Examples:

**12 > 5 is true  
7 <= 5 is false  
if x is 10, then  
x == 10 is true,  
x != 8 is true, and  
x == 8 is false**

# Logical Operators

❖ Used to create relational expressions from other relational expressions

❖ Operators, meaning, and explanation:

& &	AND	New relational expression is true if both expressions are true
	OR	New relational expression is true if either expression is true
!	NOT	Reverses the value of an expression – true expression becomes false, and false becomes true

# Truth Table

**AND (&&)**

P	Q	P && Q
T	T	T
T	F	F
F	T	F
F	F	F

**OR (||)**

P	Q	P    Q
T	T	T
T	F	T
F	T	T
F	F	F

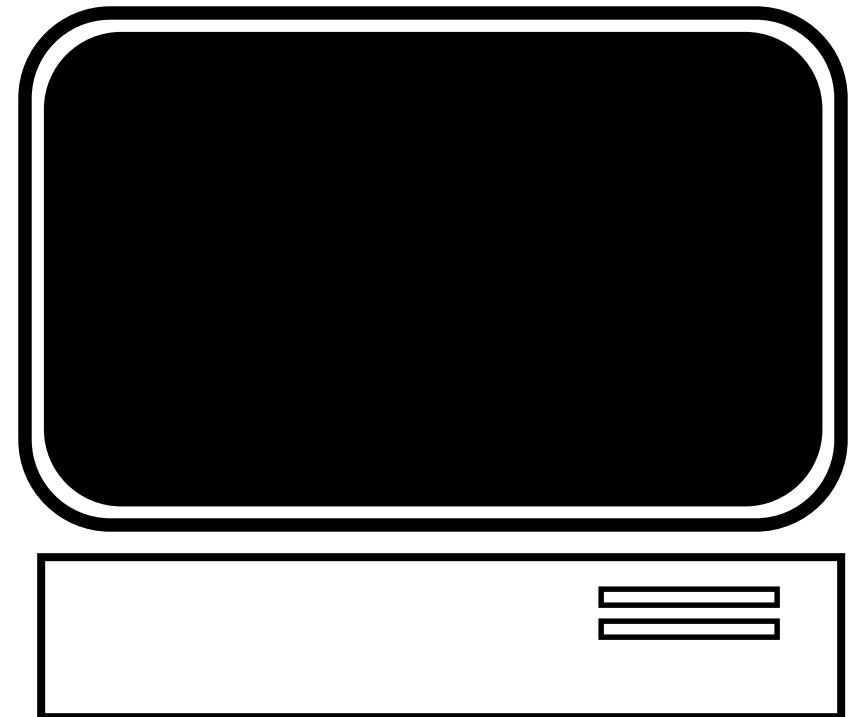
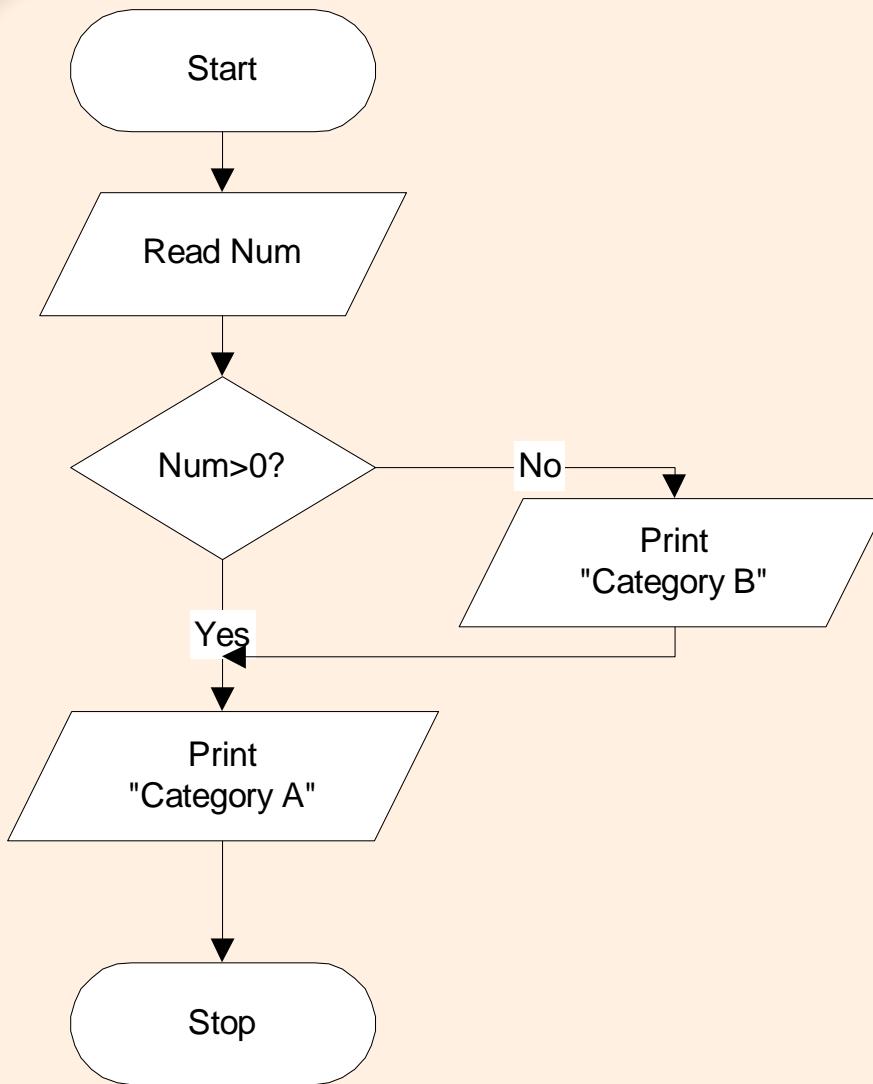
# Logical Operators - examples

```
int x = 12, y = 5, z = -4;
```

(x > y) && (y > z)	true
(x > y) && (z > y)	false
(x <= z)    (y == z)	false
(x <= z)    (y != z)	true
! (x >= z)	false

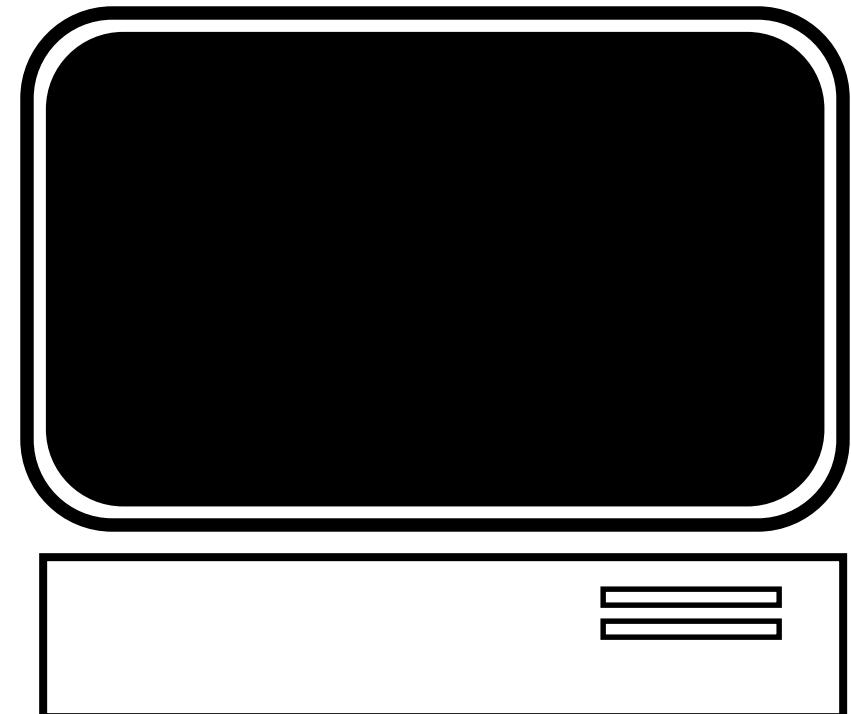
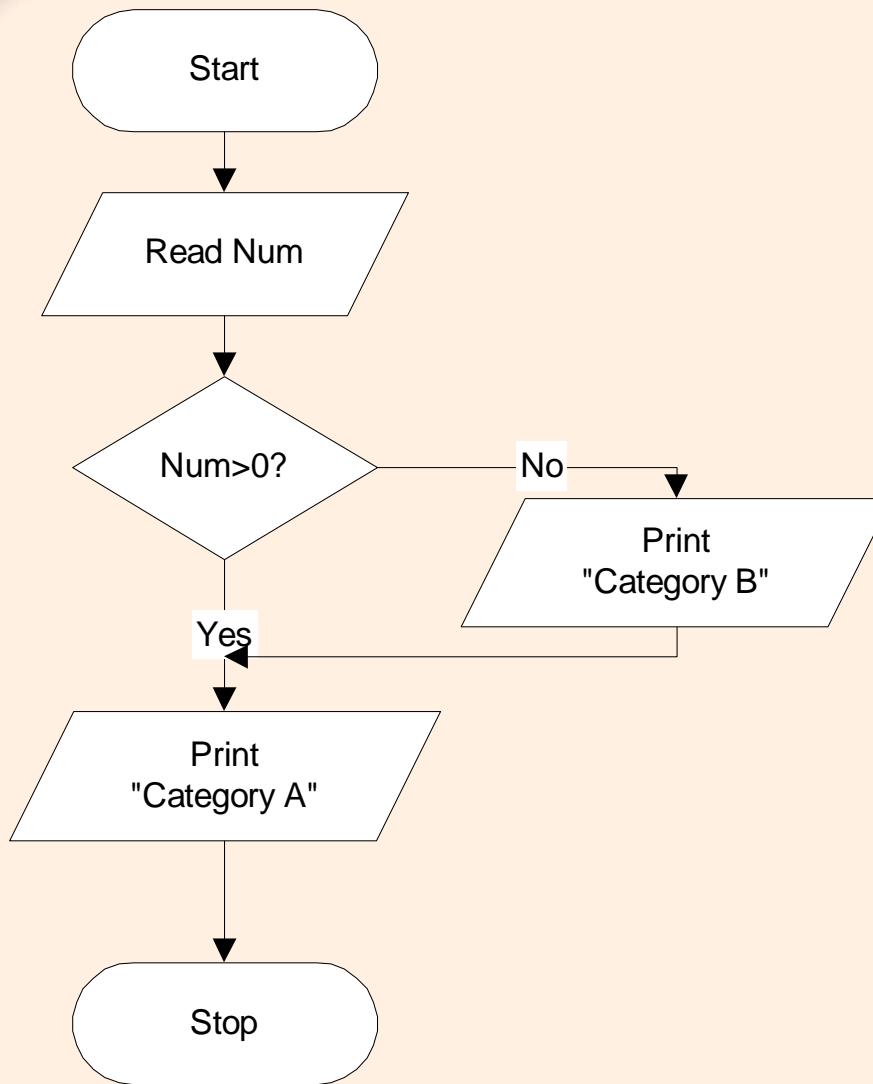
## Example:

What is the output of the following flowchart when the input **Num= 10**



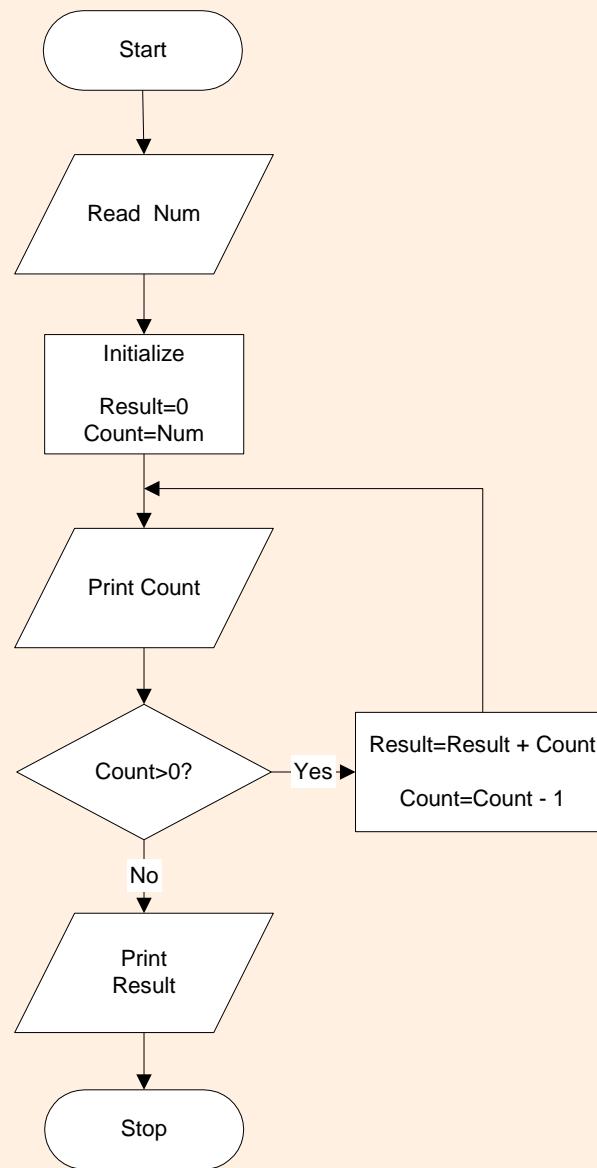
## Example:

What is the output of the following flowchart when the input is **Num= 0**



## Example:

What is the output of the following flowchart when the input **Num= 4**

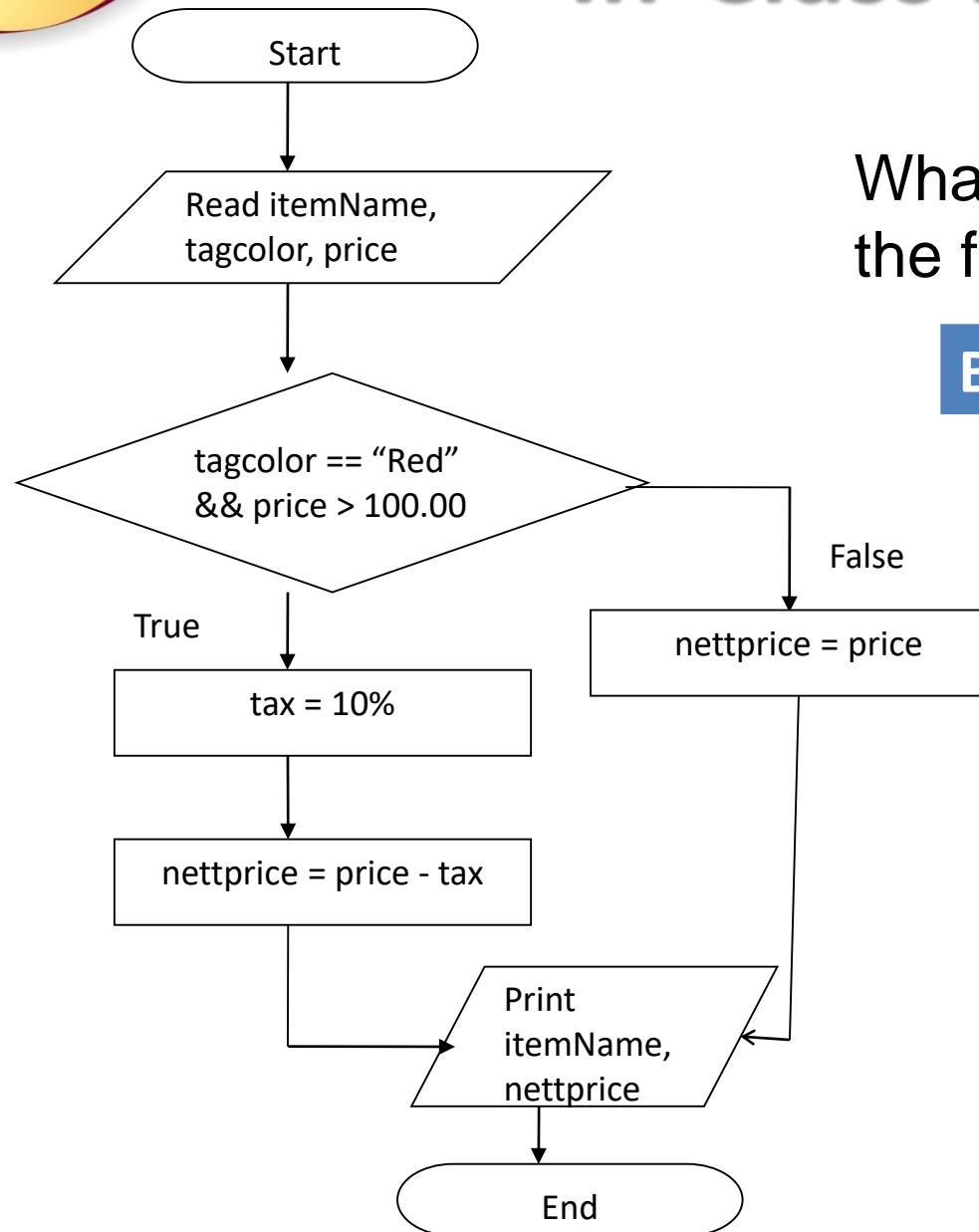


Variables (*in memory*):

<b>Num</b>	[ ]
<b>Result</b>	[ ]
<b>Count</b>	[ ]



# In-Class Exercise



What will be the output for the following input?

**Book Green 350.00**

**Curtain Red 500.00**

# In-Class Exercise 2

- Write a pseudo code for a program that will accept 2 numbers. If the first number is greater than the second number, find the difference between the numbers and print the numbers and difference value. If the second number is greater than the first number, find the sum of the two values and print the numbers and the sum.
- Draw the flowchart for the pseudo code.
- Trace the algorithm with the following input.  
Write the output:

40	50
70	30

# In-Class Exercise 3

- Write down an algorithm (pseudo code) and draw a flowchart to read two numbers. If the first number is greater than the second number and it is larger than 50, find the sum and print the sum. Else, print the difference.
- Verify your result by a trace table. (Use 52, 30 as the numbers read)

# Selection Structure (cont..)

- Pseudo code - nested if.

Algorithm: nested if

:

n. **if** condition

:

n.m **if** condition

n.m.1 statement

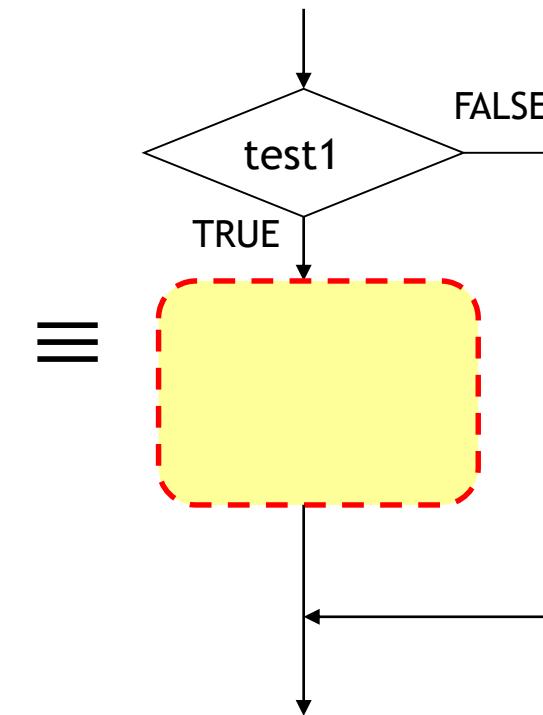
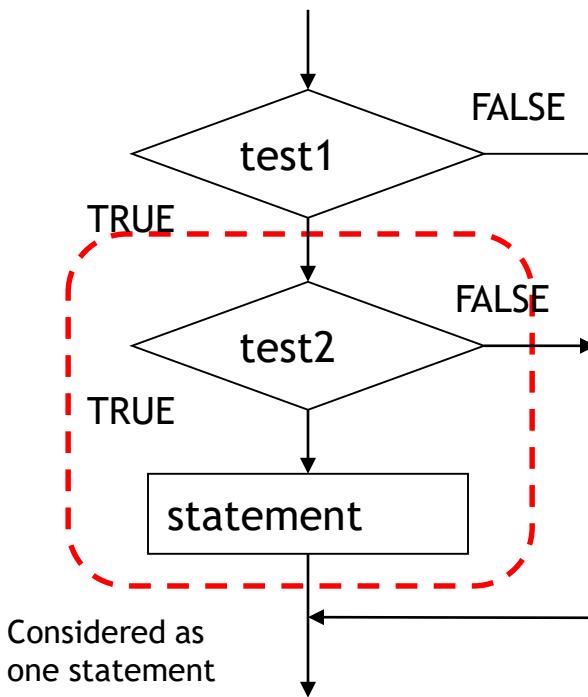
:

n+1. **end\_if**

:

# Selection Structure (cont..)

Nested if  
*(if within if)*



it is an “one-choice” if

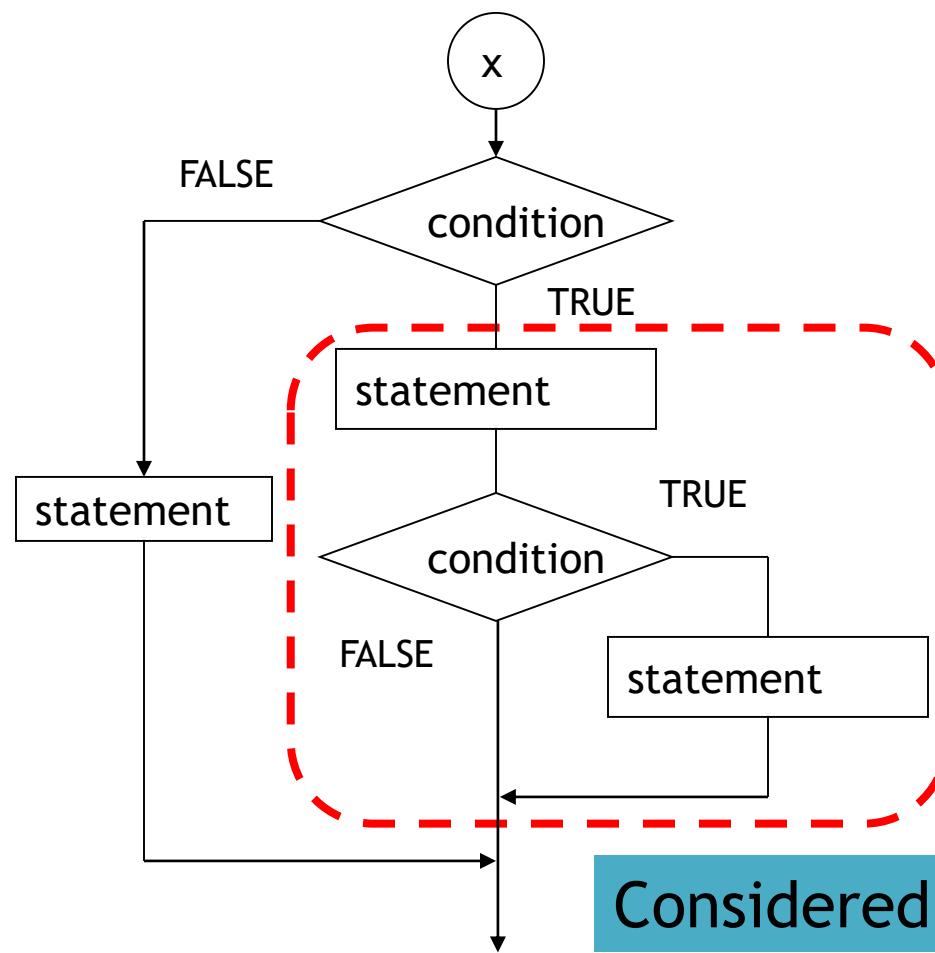
# Selection Structure (cont..)

- Pseudo code - nested if using if-else if.

```
Algorithm: if-else if
:
n. if condition
    n.m if condition
        n.m.1 statement
        :
n+1. else
    n+1.m.1 statement
    :
n+2. end_if
:
```

# Selection Structure (cont..)

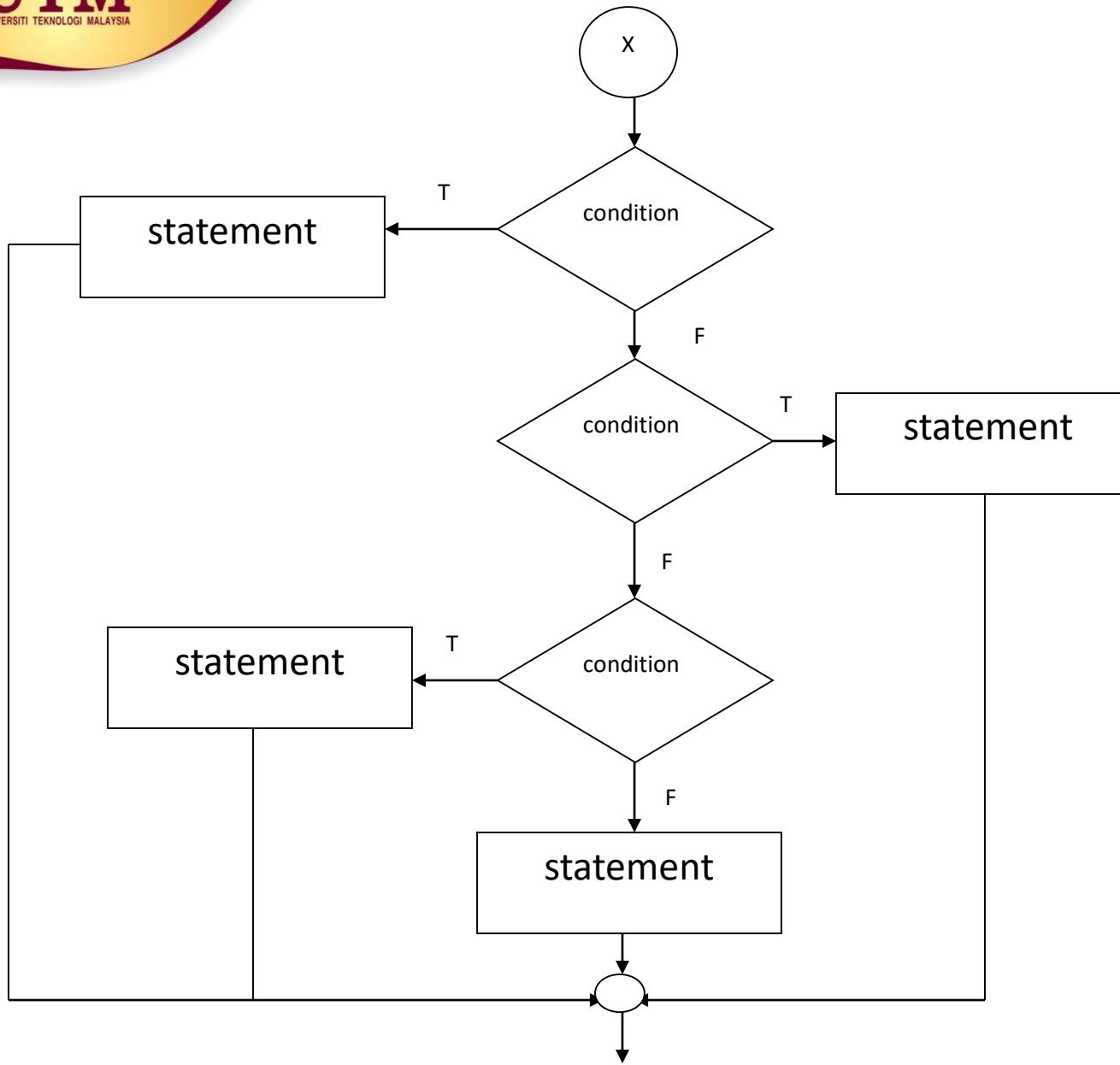
## Complex if-else & if Statements



# Selection Structure (cont..)

- Pseudo code - nested if using if-else if- else if - else.

Algorithm: if-else if - else if -  
else  
:  
n. if condition  
    n.m statement  
n+1 else if condition  
    n+1.1 statement  
    :  
n+2 else if condition  
    n+2.1 statement  
n+3 else  
    n+3.1 statement  
n+4 end\_if



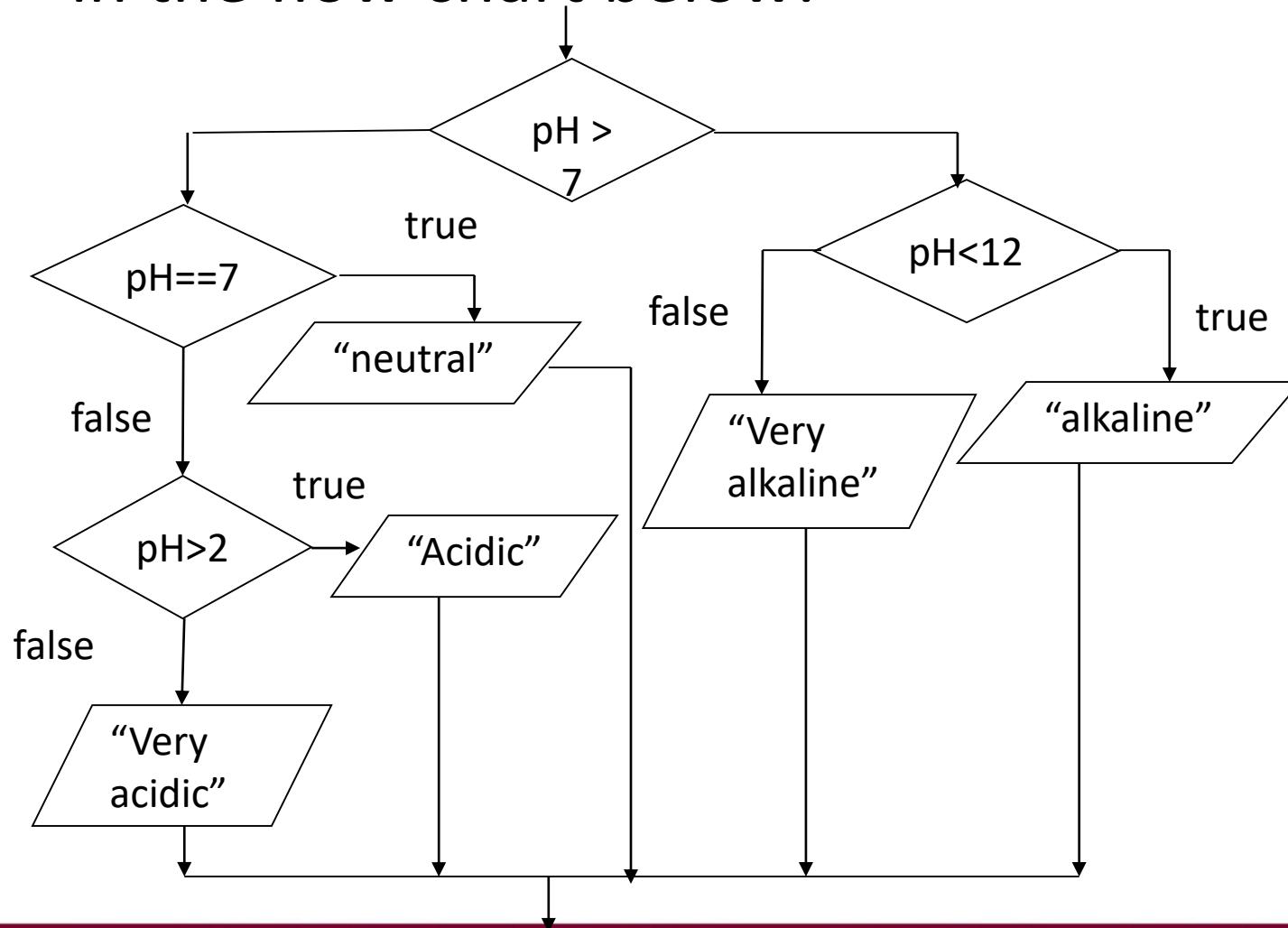
# In-Class Exercise 1

- Suppose we want to associate noise loudness measured in decibels with the effect of the noise. The following table shows the relationship between noise levels and human perception of noises. Draw a flow chart.

Loudness in decibels (db)	Perception
50 or lower	Quiet
51-70	Intrusive
71 – 90	Annoying
91- 110	Very annoying
Above 110	uncomfortable

# In-Class Exercise 2

- Write a pseudo code for nested if as illustrated in the flow chart below:



# In-Class Exercise 3

- Write a pseudo code and draw a flow chart for a program that will implement the following decision table. The program will print the transcript message based on the input grade point.

Grade Point Average	Transcript Message
0.0 – 0.99	Failed
1.0 – 1.99	On probation
2.0 – 2.99	Average
3.0 – 3.49	Dean's List
3.5 – 4.00	Highest Honors

# Flowchart Structures: Repetition

# Repetition Structure

✿ Specifies a block of one or more statements that are repeatedly executed until a condition is satisfied.

✿ Usually the loop has two important parts:

- ◆ An expression that is tested for a true/false,
- ◆ A statement or block that is repeated as long as the expression is true

✿ 2 styles of repetition or loop

- ◆ Pre-test loop
- ◆ Post test loop

# Repetition Structure - Counters

- Counter: Can be used to control execution of the loop (loop control variable)
- It will increment or decrement each time a loop repeat
- Must be initialized before entering loop

# Repetition Structure: Pre-Test Loop

- Pseudo code - requires the use of the keywords `while` for pre-test loop.

Algorithm: one choice selection

:

n.      `while` condition

        n.1 statement

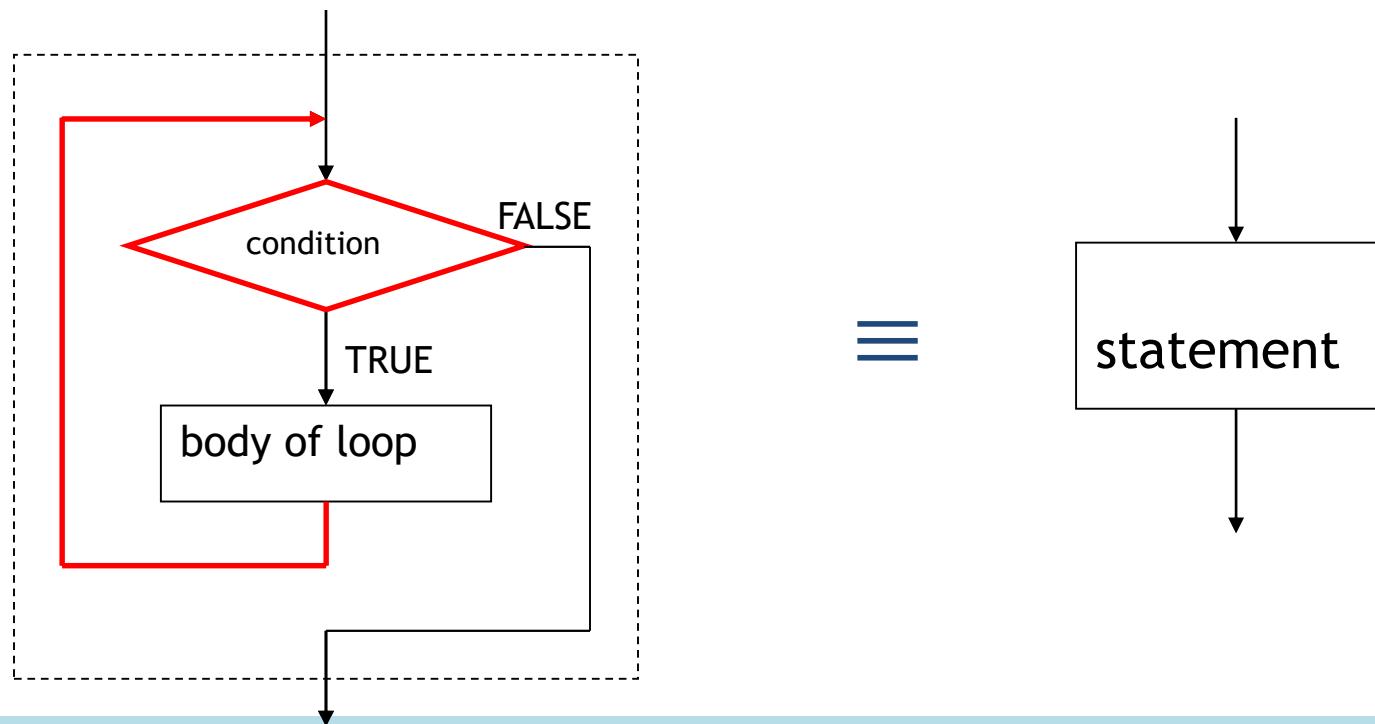
:

n+1. `end_while`

:

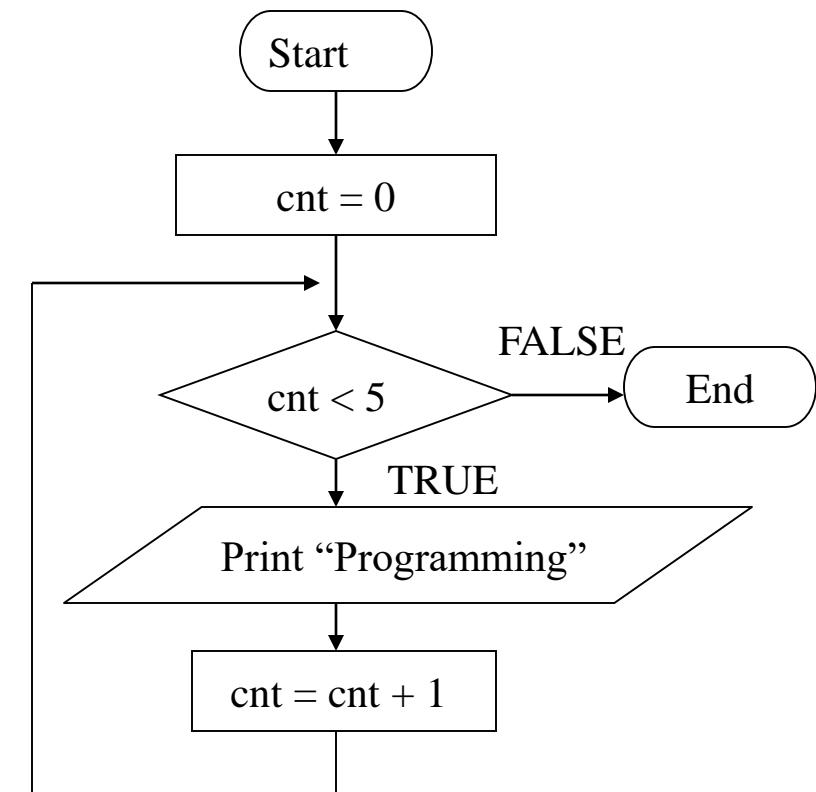
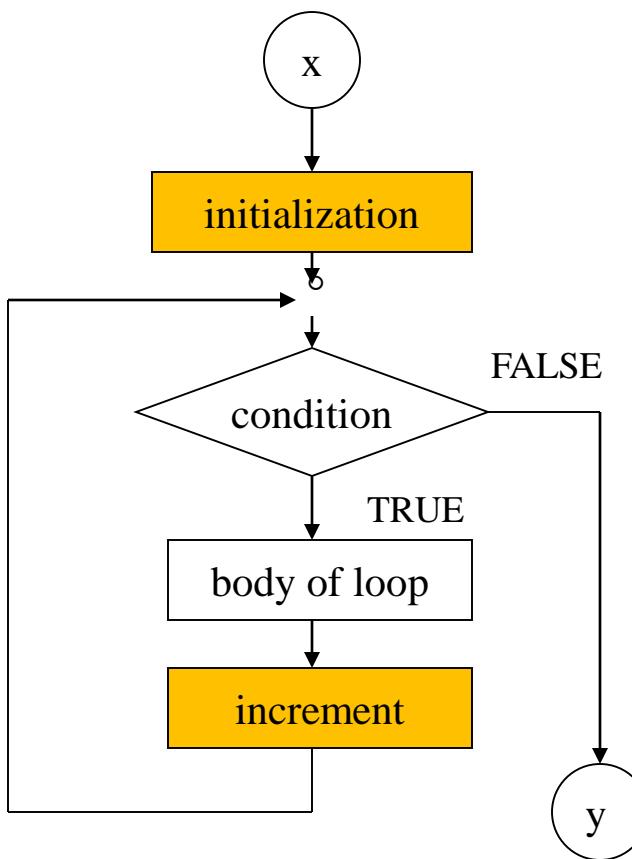
# Repetition Structure (*cont..*)

while Loop  
(*pre-test loop*)



While a set condition is true, repeat statement (body of loop)

# Repetition Structure (cont..)



# Pre-test loop steps summary

## Counter-controlled loop

- ◆ Initialization of counter: counter = 0
- ◆ Testing of counter value: counter > n
- ◆ Updating of counter value (increase by 1) during each iteration:  
counter = counter + 1

# Example

❖ Suppose we want to write a program to compute a sum of the first 10 positive integers.

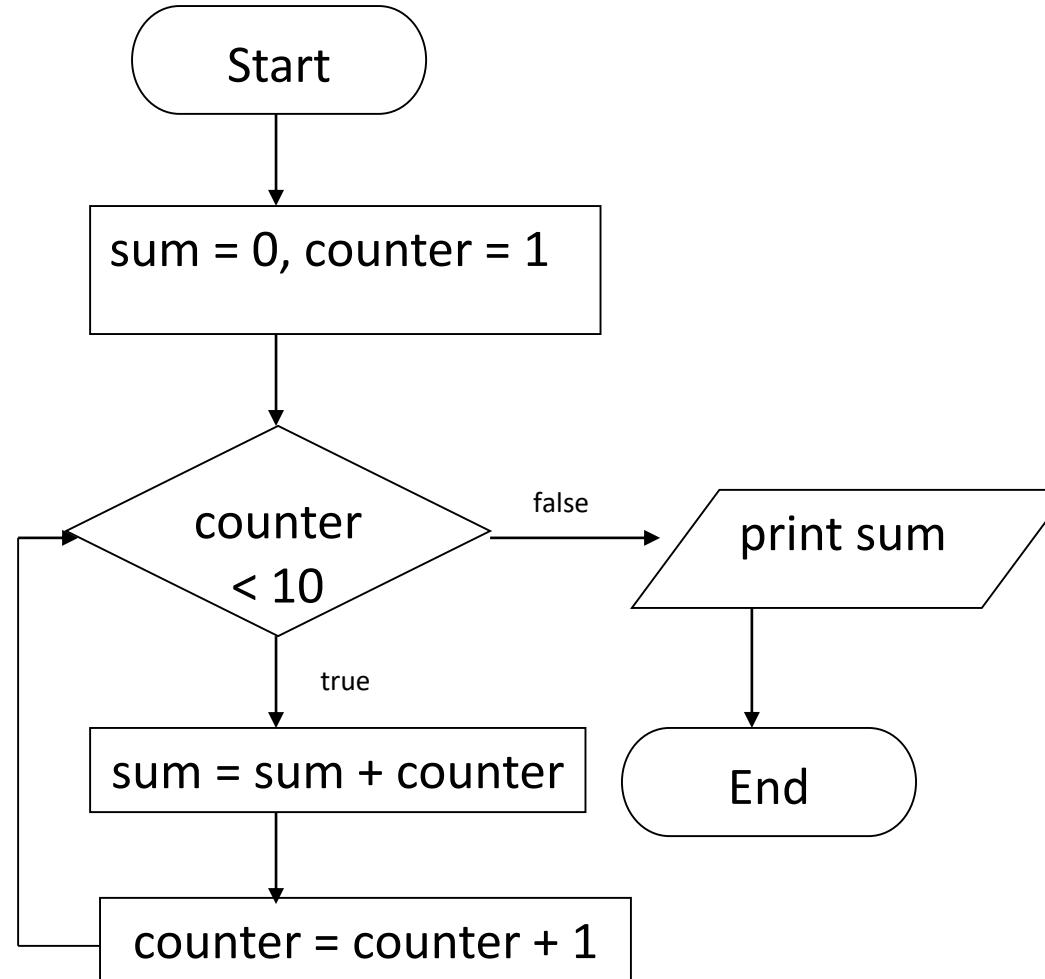
❖ Steps:

- ◆ How many repetition?
  - Initialization
  - Condition to check for the counter?
  - Update of counter

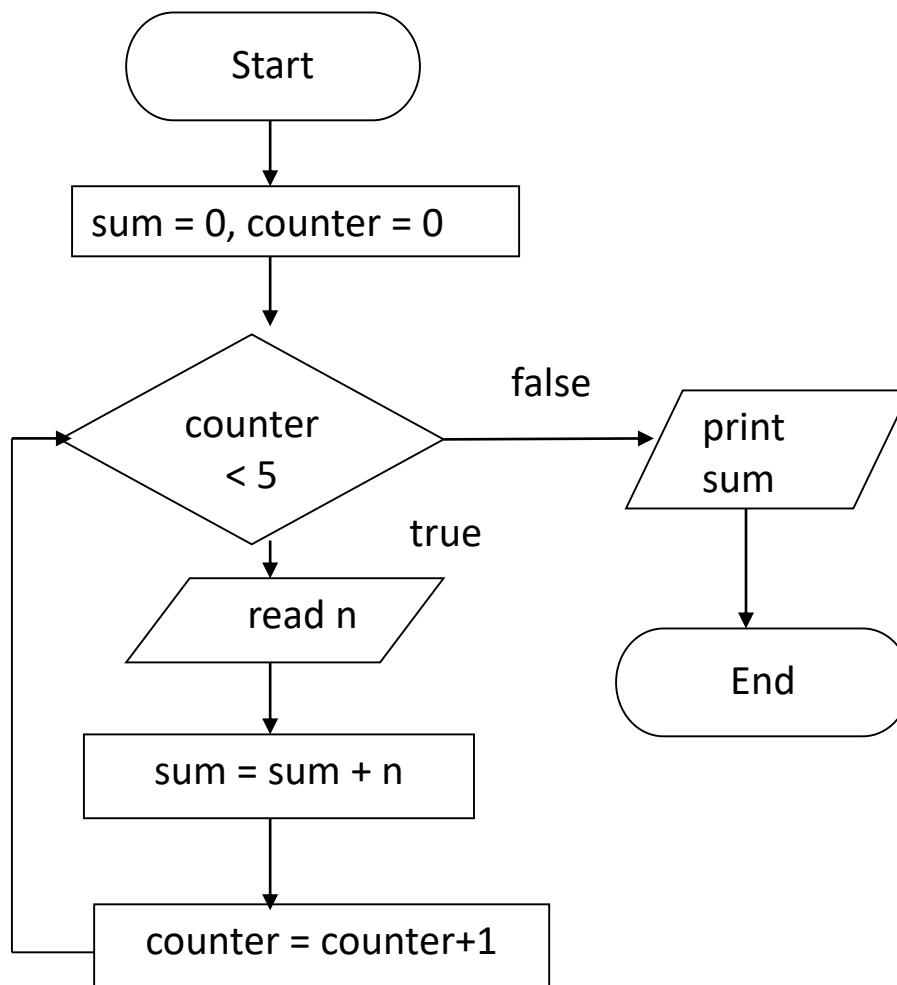
# Pseudo code

1. Start
2. Set sum=0, counter = 0
3. While (counter < 10)
  - 3.1 sum = sum + counter
  - 3.2 counter = counter + 1
4. End\_While
5. Display sum
6. End

# Flow Chart



# Trace the following



What is the output for the following input:

20 30 40 50 10

# Repetition Structure: Post-Test

- Pseudo code - requires the use of the keywords repeat..until for post-test loop.

Algorithm: one choice selection

:

n.     Do

          n.1 statement

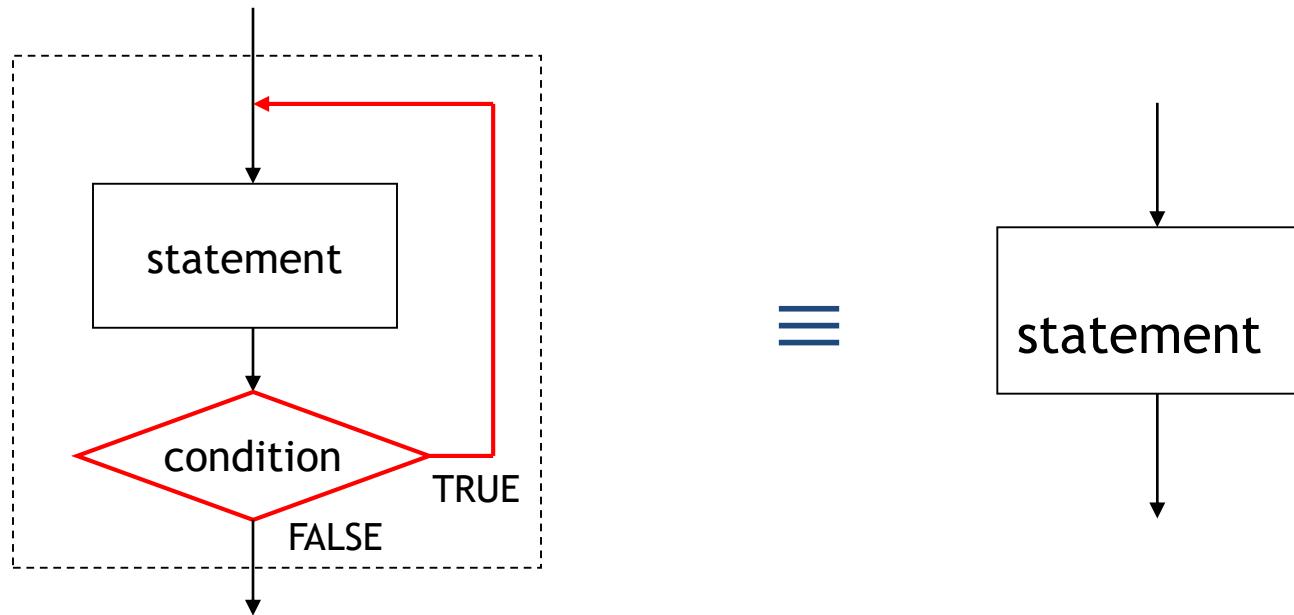
:

n+1. While condition

:

# Repetition Structure (cont..)

do-while Loop  
(*post-test loop*)

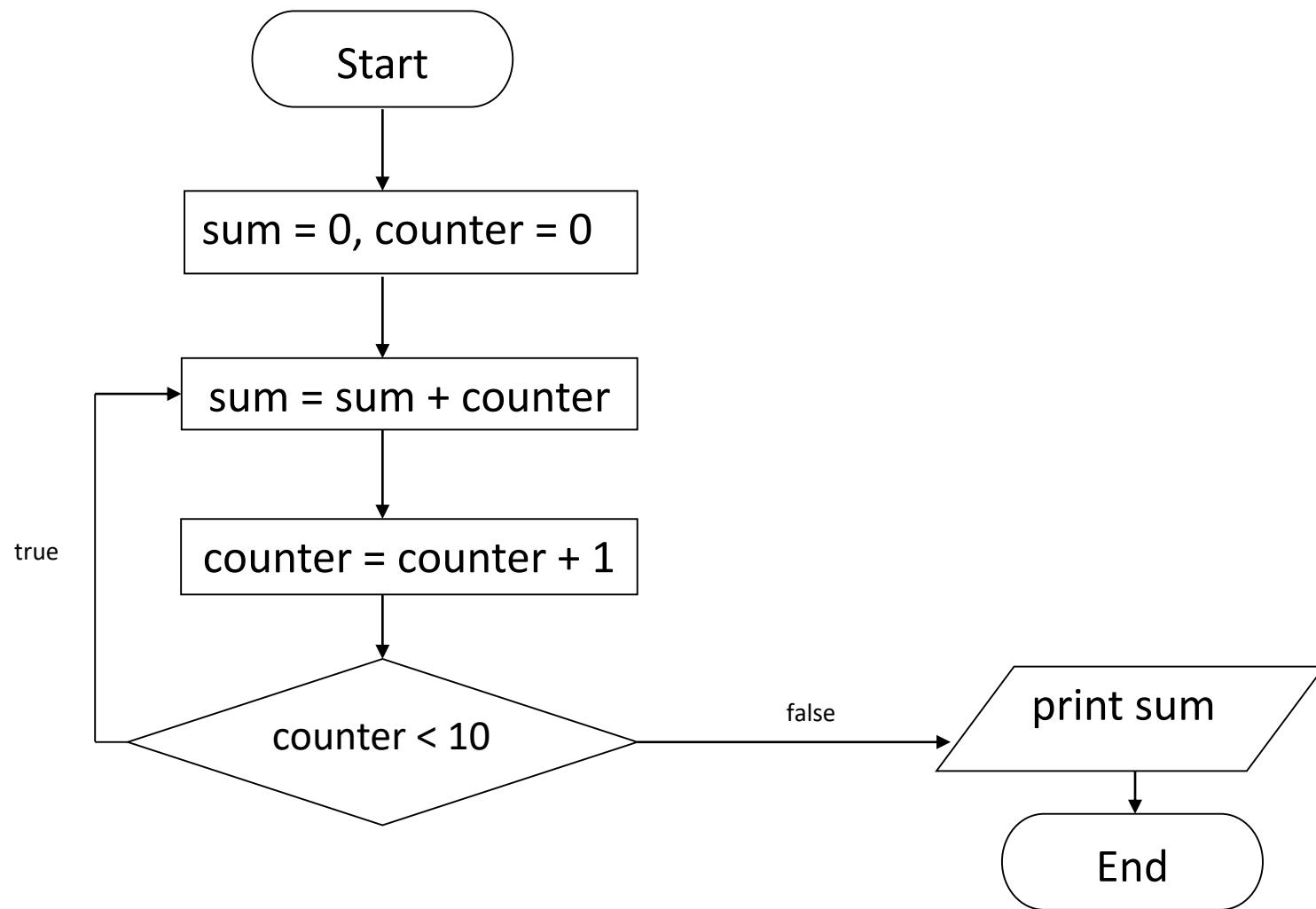


- Do the statement (body of loop) while a condition is true.
- The loop body is executed at least once.

# Example

1. Start
2. Set sum = 0, counter = 0
3. do
  - 3.1 sum = sum + counter
  - 3.2 counter = counter + 1
4. while (counter < 10)
5. Display sum
6. End

# Flow Chart



# In-Class Exercise 1

- Develop an algorithm (pseudo code) and flow chart for a program to calculate an average of 15 numbers input by the user. Use pre-test loop
- Modify your solution above by using the post-test loop.

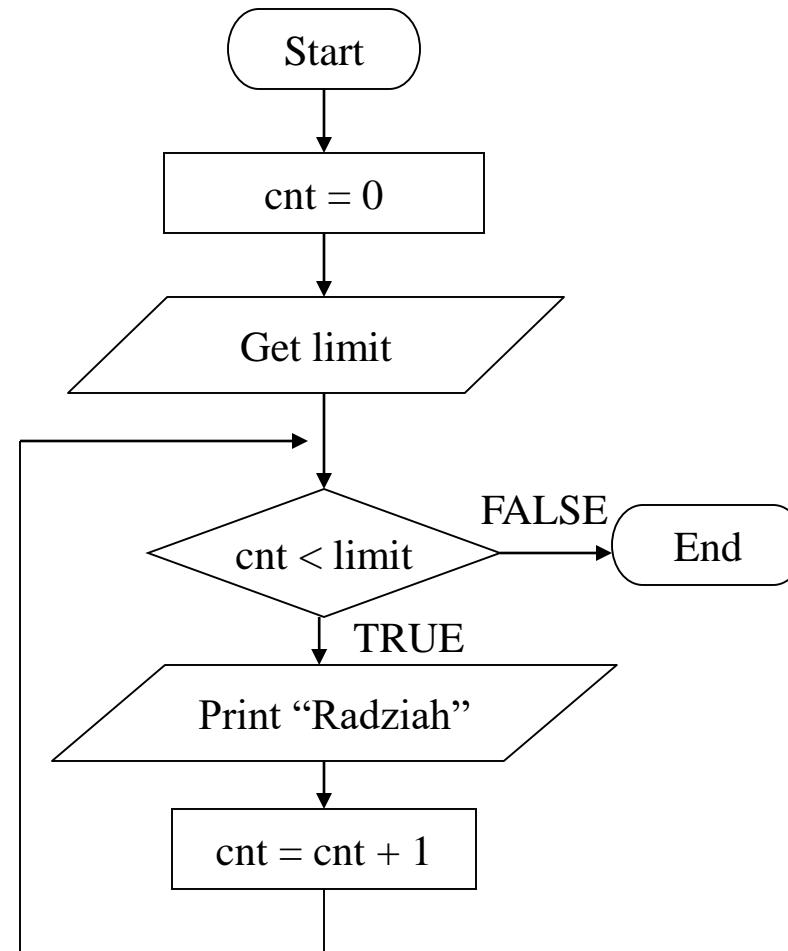
# In-Class Exercise 2

- Develop an algorithm and flow chart to print even numbers between 1 to 50. Use pre-test loop.
- Modify your solution by using post-test loop.

# Repetition Structure - Letting the User Control a Loop

- Program can be written so that user input determines loop repetition.
- Used when program processes a list of items, and user knows the number of items
- User is prompted before loop. Their input is used to control number of repetitions

# Repetition Structure (cont..)



# Repetition Structure - Sentinels

- sentinel: value in a list of values that indicates end of data
- Special value that cannot be confused with a valid value, e.g.,  
*-999 for a test score*
- Used to terminate input when user may not know how many values will be entered

# Repetition Structure - Sentinels

Algorithm: Loop control by sentinel value

1. Start
2. Set repeat = 1
3. while (repeat == 1)
  - 3.1 Read no1
  - 3.2 Read no2
  - 3.4 Print no1 + no2
  - 3.5 Read repeat
4. end\_while
5. End

# In-Class Exercise 1

Trace the following pseudo code:

1. Start
2. Set product = 1, number = 1, count = 20
3. Calculate: lastNumber = 2 \* count – 1
4. while (number <= lastNumber)
  - 4.1 product = product \* number
  - 4.2 number = number + 2
5. end\_while
6. Display product

# In-Class Exercise 2

- Convert the pseudo code in In-Class Exercise 1 to its flow chart.
- Convert the while loop in In-Class Exercise 1 to do..while loop. Draw its respective flow chart.

# In-Class Exercise 3

- Bina Education Sdn. Bhd. wants you to develop a program for finding experience teachers for its offered course. Your program will request name and number of years teaching from the applicants. To be accepted as the teacher, the applicant must have at least 8 years of teaching experience. Your program will display list of successful applicants' names, numbers of successful applicants and average of numbers of years of teaching experience of successful applicants. Your program will terminate when the name input is “OK”.

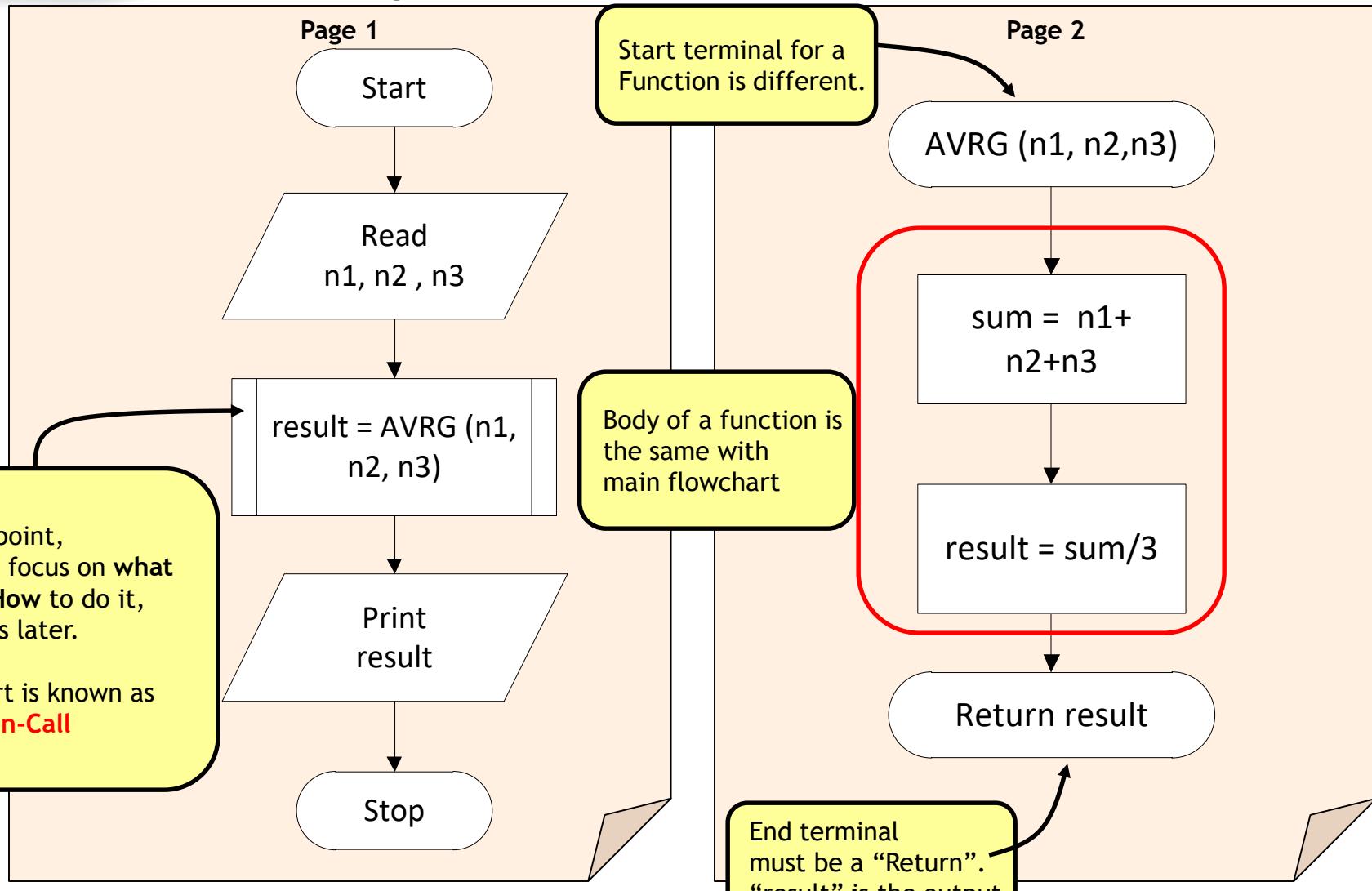
# Modular Flowcharting

# Function

**Problem:** To average three numbers

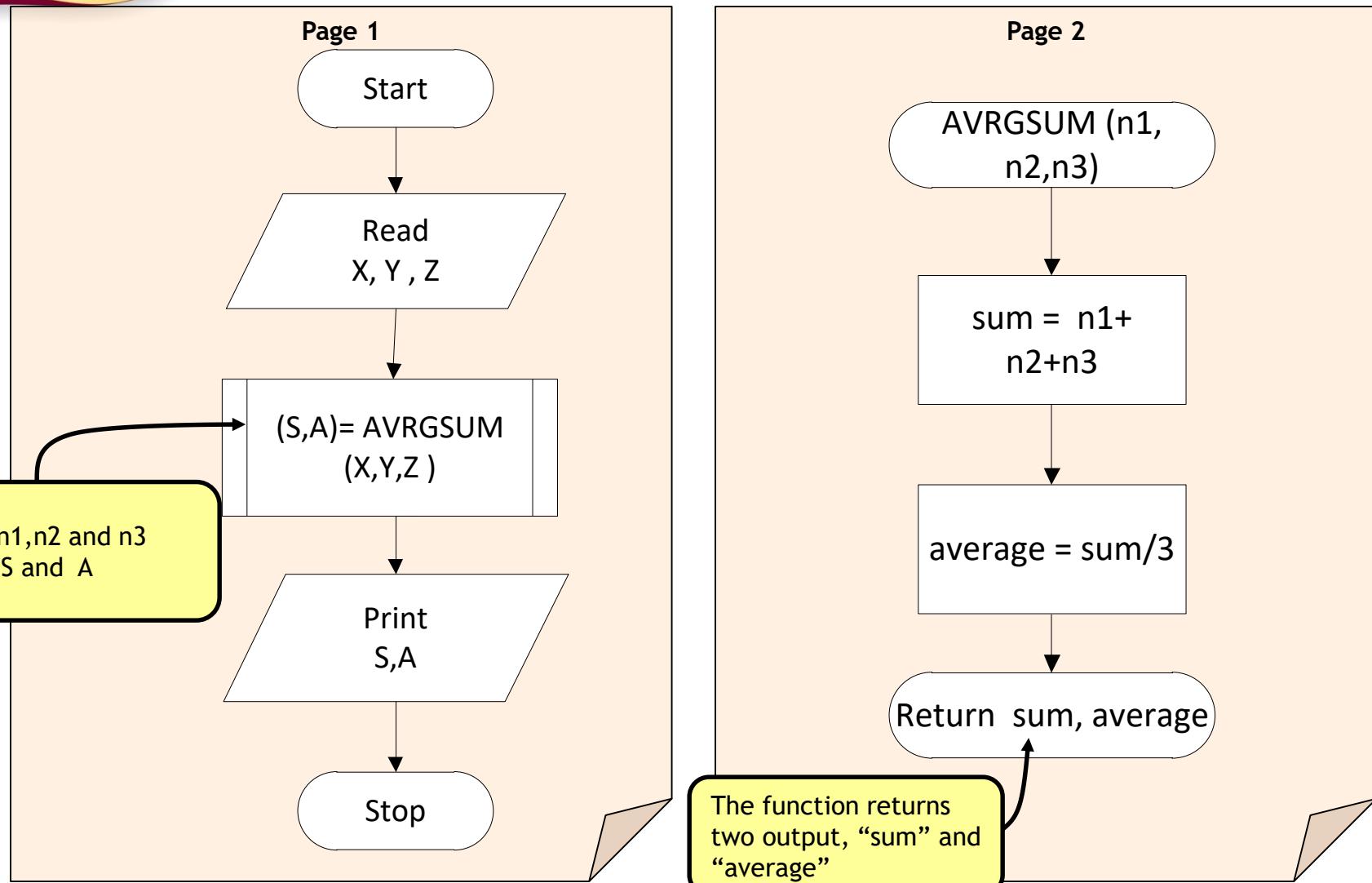
The detail of how the function works is put in another flowchart.

This is known as **Function-Definition**



Flowchart AVRG calculates the average of three numbers

## Problem: To sum and average three numbers



Flowchart AVRGSUM calculates the total and average of three numbers

# Related Terms and Concepts

Parameters used in a function-definition  
are called **formal parameters**

## Actual and Formal Parameters

AVRG is the **function name**

Objects enclosed by () - result,  
n1, n2, n3 - are called **parameters**

Parameters used in a function-call  
are called **actual parameters**

result, n1, n2, n3 are actual parameters

Page 1

Start

Read  
n1, n2 , n3

result = AVRG  
(n1,n2,n3)

Print  
result

Stop

Page 2

AVRG (a,b,c)

sum = a+b+c

Each formal parameter represents  
an actual parameter according  
to its order:

a represents n1,  
b represents n2,  
c represents n3

The name of an actual parameter may be  
different from its formal parameter

Flowchart AVRG calculates the average of three numbers

Only refer to variables that exist in the current chart

Page 1

Start

Read  
n1, n2 , n3

result = AVRG (n1,  
n2,n3)

Print

R

Stop

Wrong!

R can only be  
referred to  
in flowchart  
AVRG.

In a function-definition, you should only use formal parameters : a, b, c

You shouldn't use actual parameters

AVRG ( a,b,c)

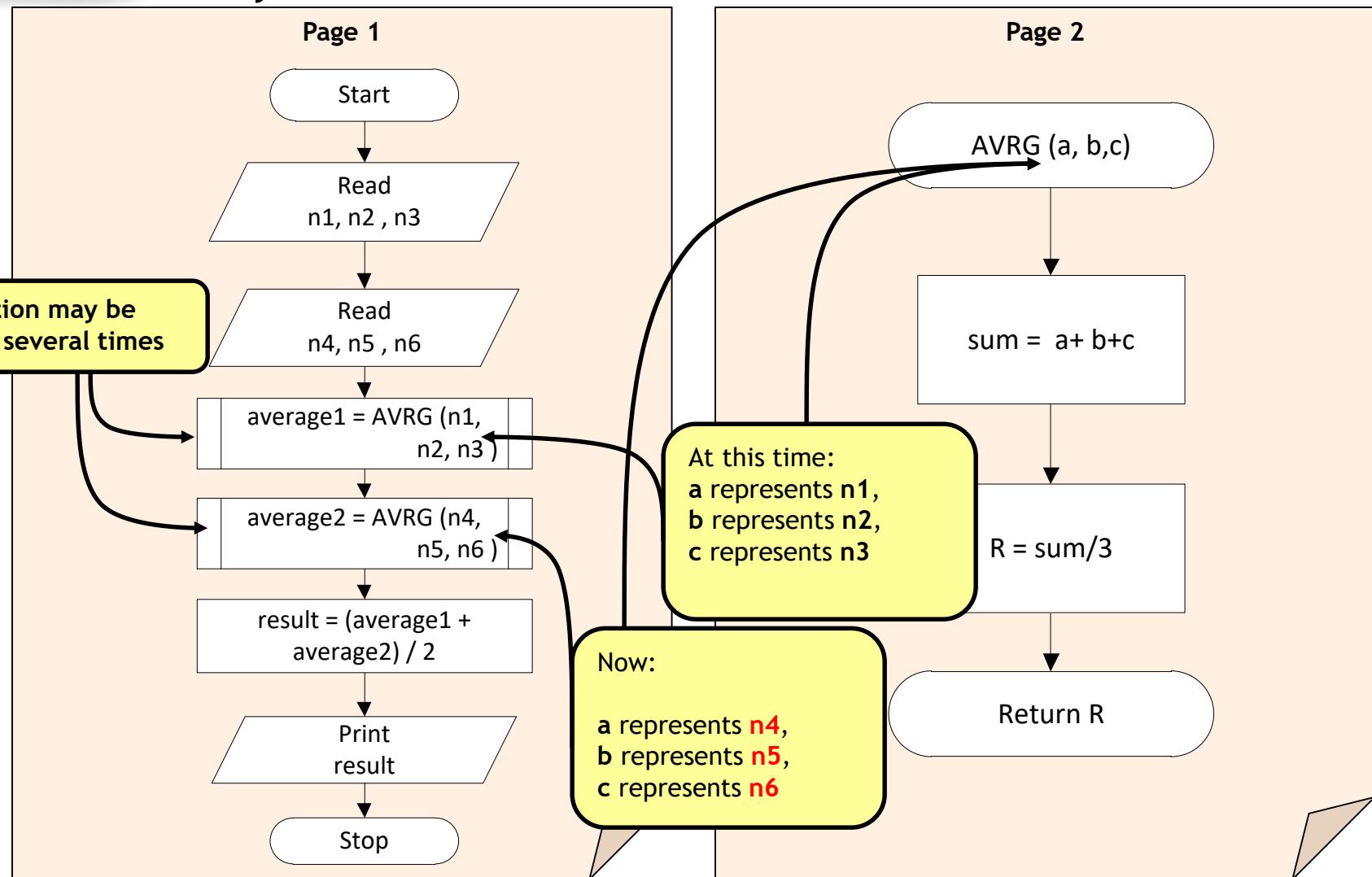
Wrong!  
n1, n2, n3  
can only be  
referred to  
in the main  
flowchart.

sum = n1 + n2  
+ n3

R = sum/3

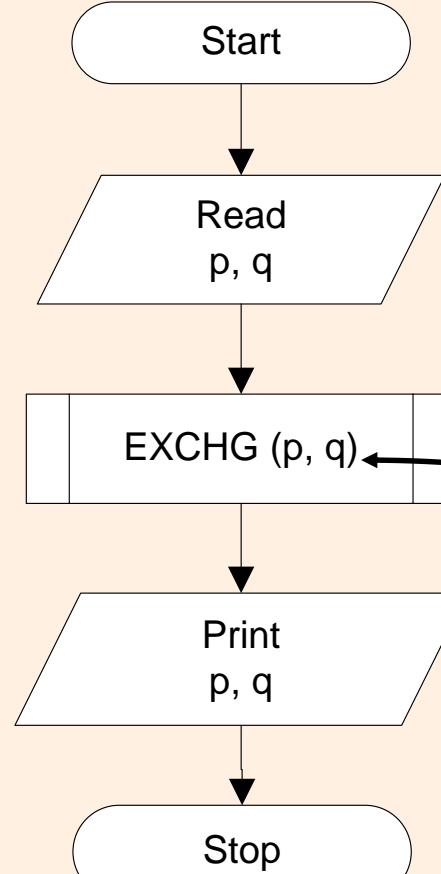
Return R

## A function may be called several times



## An input parameter may also be an output

Page 1



*Function definition:*

x and y act as both **input and output** parameters

Page 2

EXCHG(x, y)

hold = x

x = y

y = hold

Return

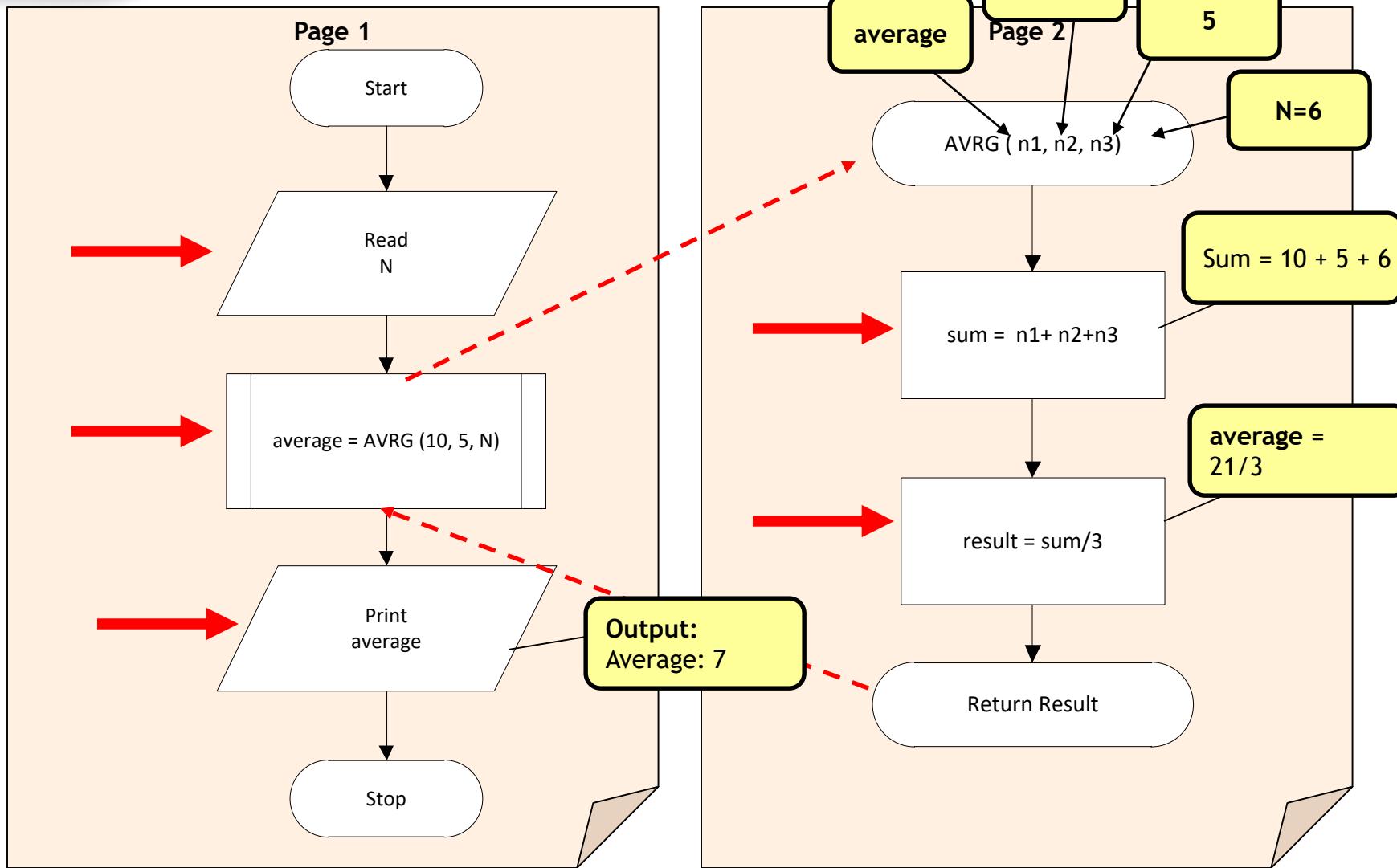
*Function call:*

p and q act as both **input and output** parameters.

**Flowchart EXCHG exchanges or swaps the value of x and y each other**

## Example:

What is the output of the following flowchart given the input  $N = 6$



# What you have learnt so far ....

- **Analysis:**

- Understanding the problem

- **Design:**

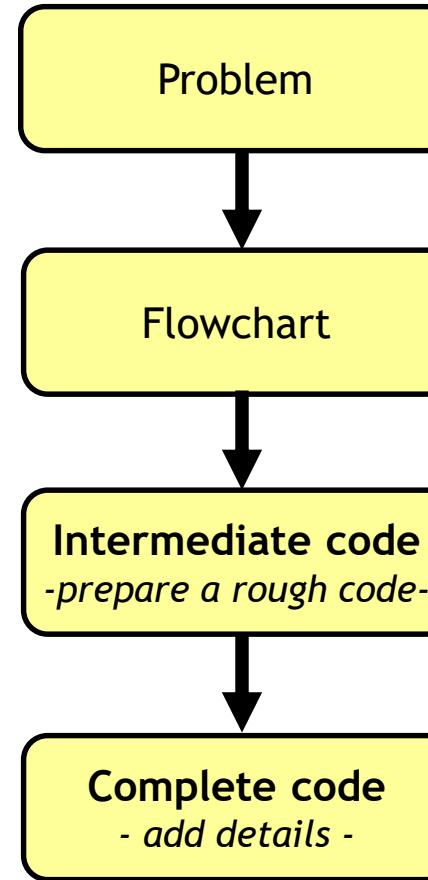
- Developing algorithm
  - Understanding how a flowchart works
  - Constructing flowcharts

## The next step is implementation (coding)

Coding is a process of converting flowchart to programming code

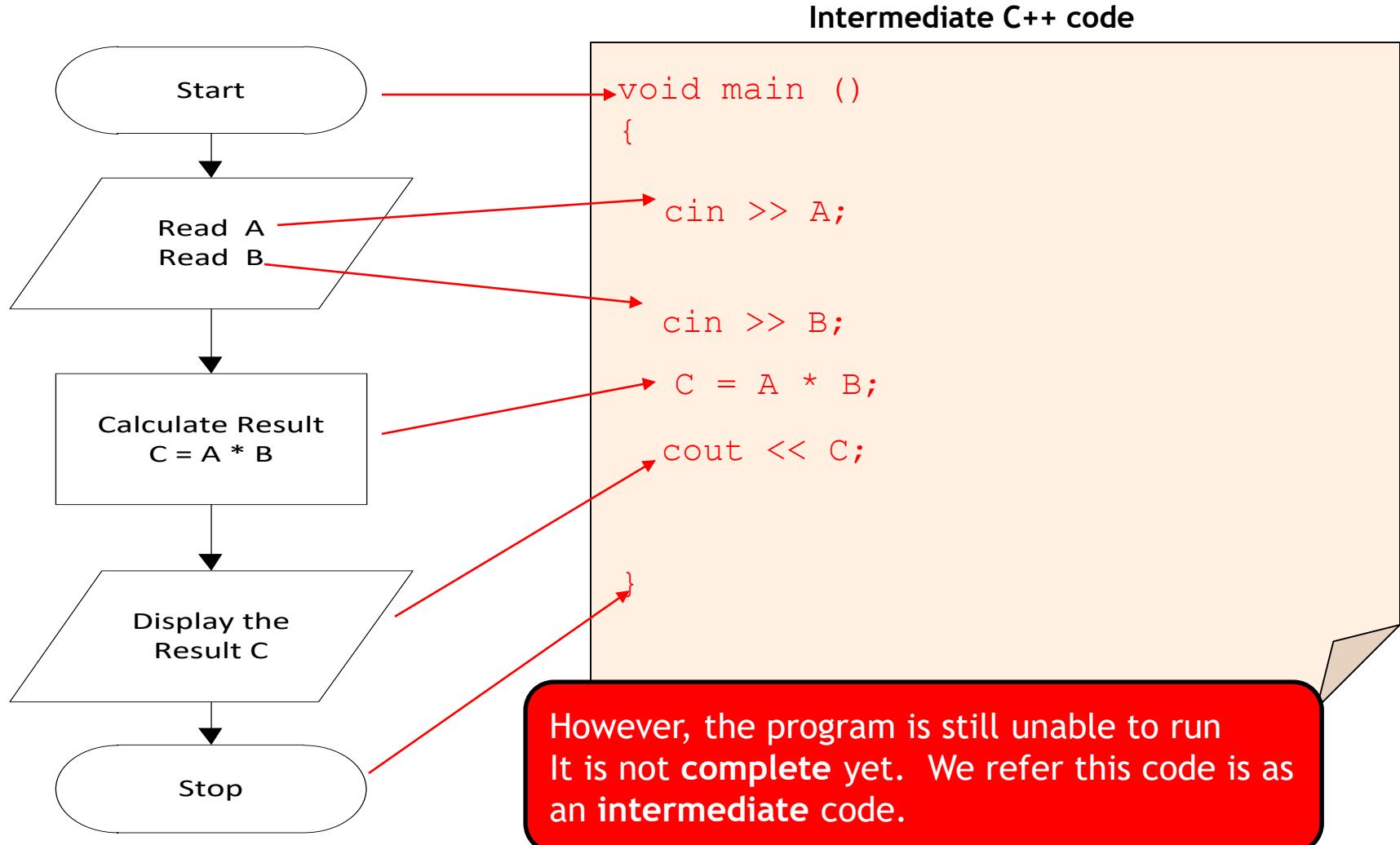
Before you can start doing this, you should learn some basics including the language itself

# Writing a C++ Program is a systematic task

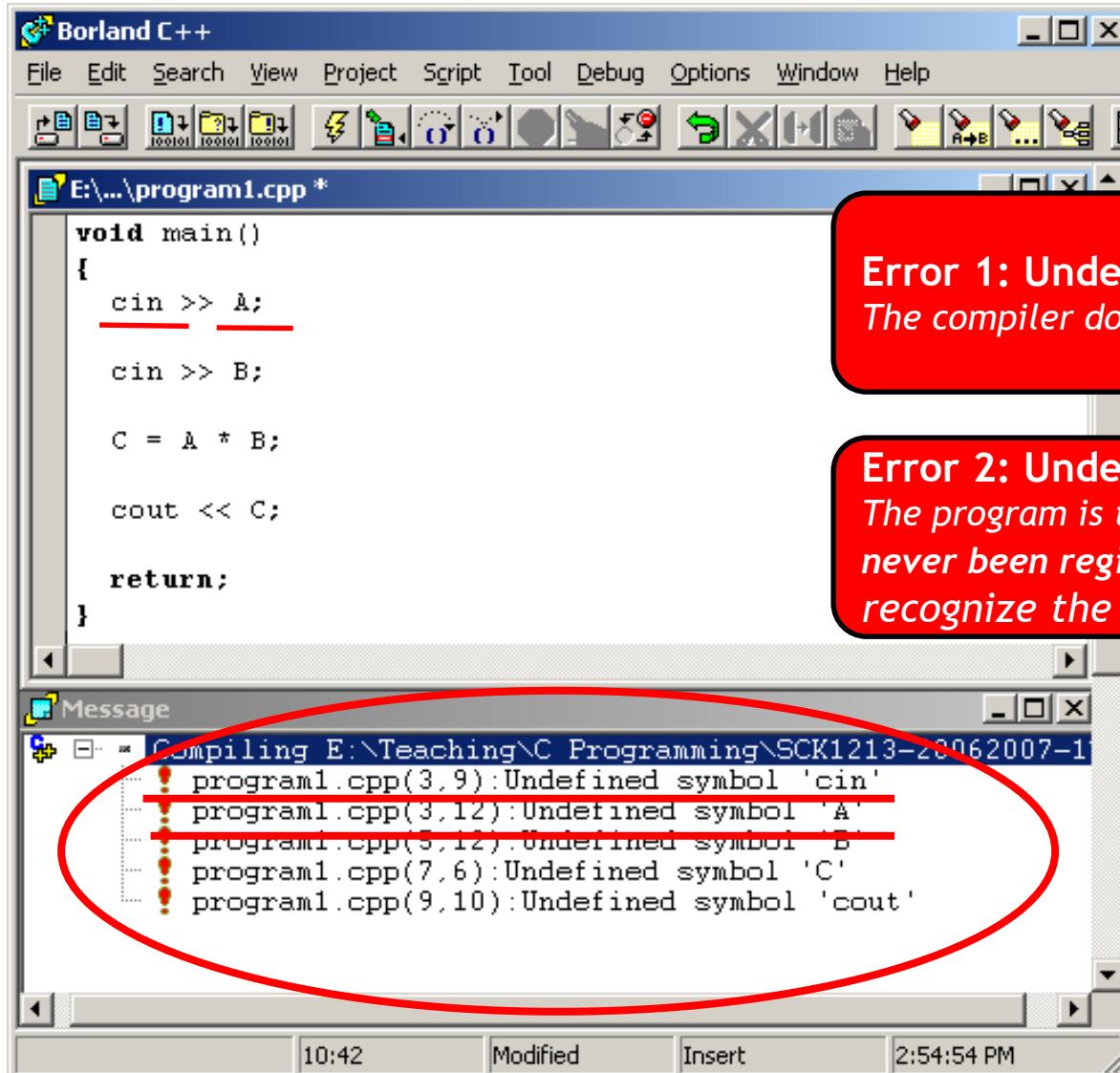


# The conversion process is straight forward

Example: multiplying two numbers



## You will get these errors



The screenshot shows the Borland C++ IDE interface. The code editor window displays the following C++ code:

```
void main()
{
    cin >> A;
          
    cin >> B;

    C = A * B;

    cout << C;

    return;
}
```

A red callout box highlights the first error:

**Error 1: Undefined symbol 'cin'**  
*The compiler doesn't recognize the 'cin'*

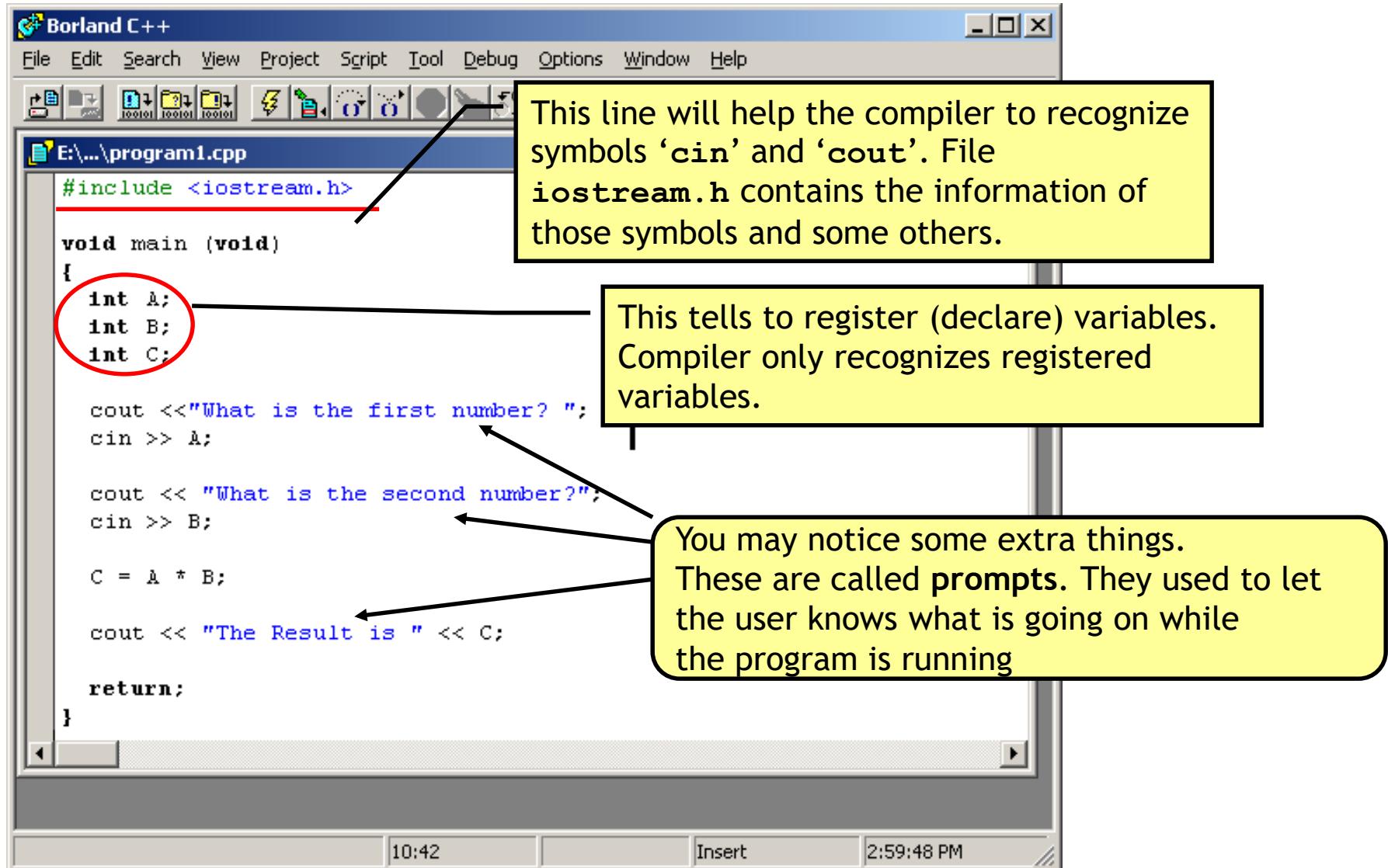
A red callout box highlights the second error:

**Error 2: Undefined symbol 'A'**  
*The program is trying to use a variable A but has never been registered. Compiler doesn't recognize the variable*

The message window at the bottom shows the compilation errors:

```
+-----+
| Compiling E:\Teaching\C Programming\SCK1213-20062007-1 |
+-----+
| program1.cpp(3,9):Undefined symbol 'cin' |
| program1.cpp(3,12):Undefined symbol 'A' |
| program1.cpp(3,12):Undefined symbol 'B' |
| program1.cpp(7,6):Undefined symbol 'C' |
| program1.cpp(9,10):Undefined symbol 'cout' |
+-----+
```

# Fixing the errors and completing the program



The screenshot shows a Borland C++ IDE window with a code editor containing the following C++ program:

```
#include <iostream.h>

void main (void)
{
    int A;
    int B;
    int C;

    cout << "What is the first number? ";
    cin >> A;

    cout << "What is the second number? ";
    cin >> B;

    C = A * B;

    cout << "The Result is " << C;

    return;
}
```

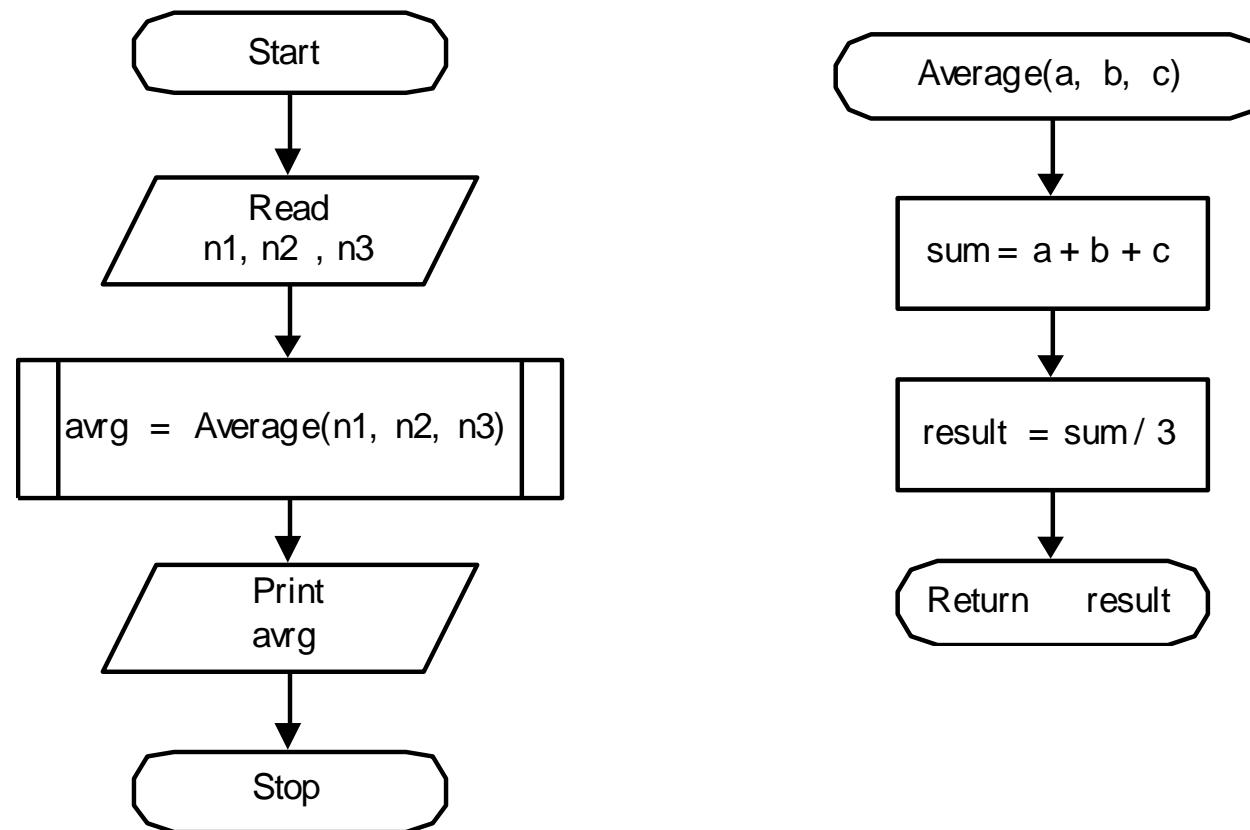
Annotations explain parts of the code:

- A callout box points to the `#include <iostream.h>` line with the text: "This line will help the compiler to recognize symbols 'cin' and 'cout'. File `iostream.h` contains the information of those symbols and some others."
- A callout box points to the variable declarations (`int A;`, `int B;`, `int C;`) which are circled in red with the text: "This tells to register (declare) variables. Compiler only recognizes registered variables."
- A callout box points to the user prompts (`cout << "What is the first number? "`, `cout << "What is the second number? "`) with the text: "You may notice some extra things. These are called **prompts**. They used to let the user know what is going on while the program is running"

# Example

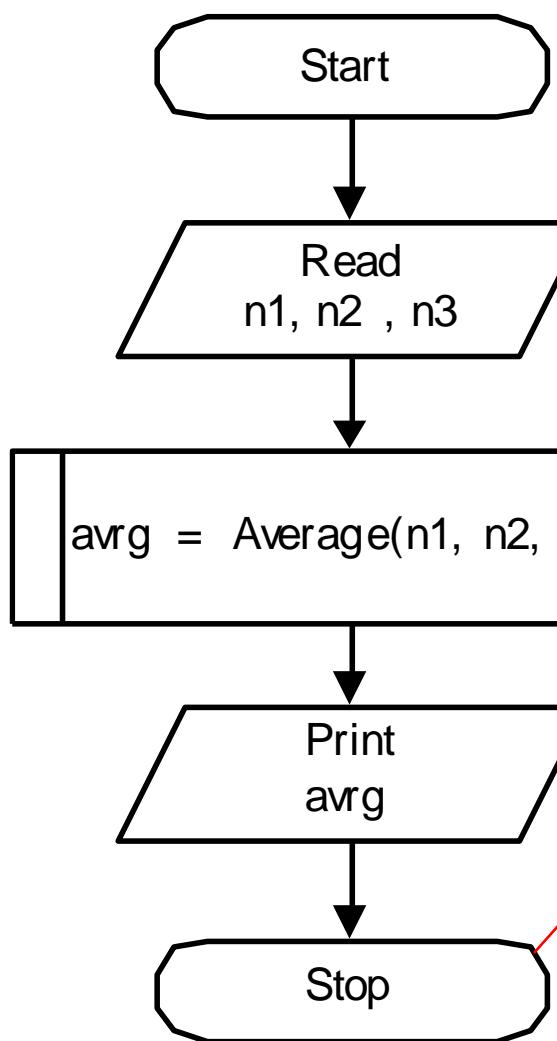
**Problem:** Finding the average of three numbers

**Flowcharts:**



# Intermediate code of the main flowchart

## *Preparing the rough code*



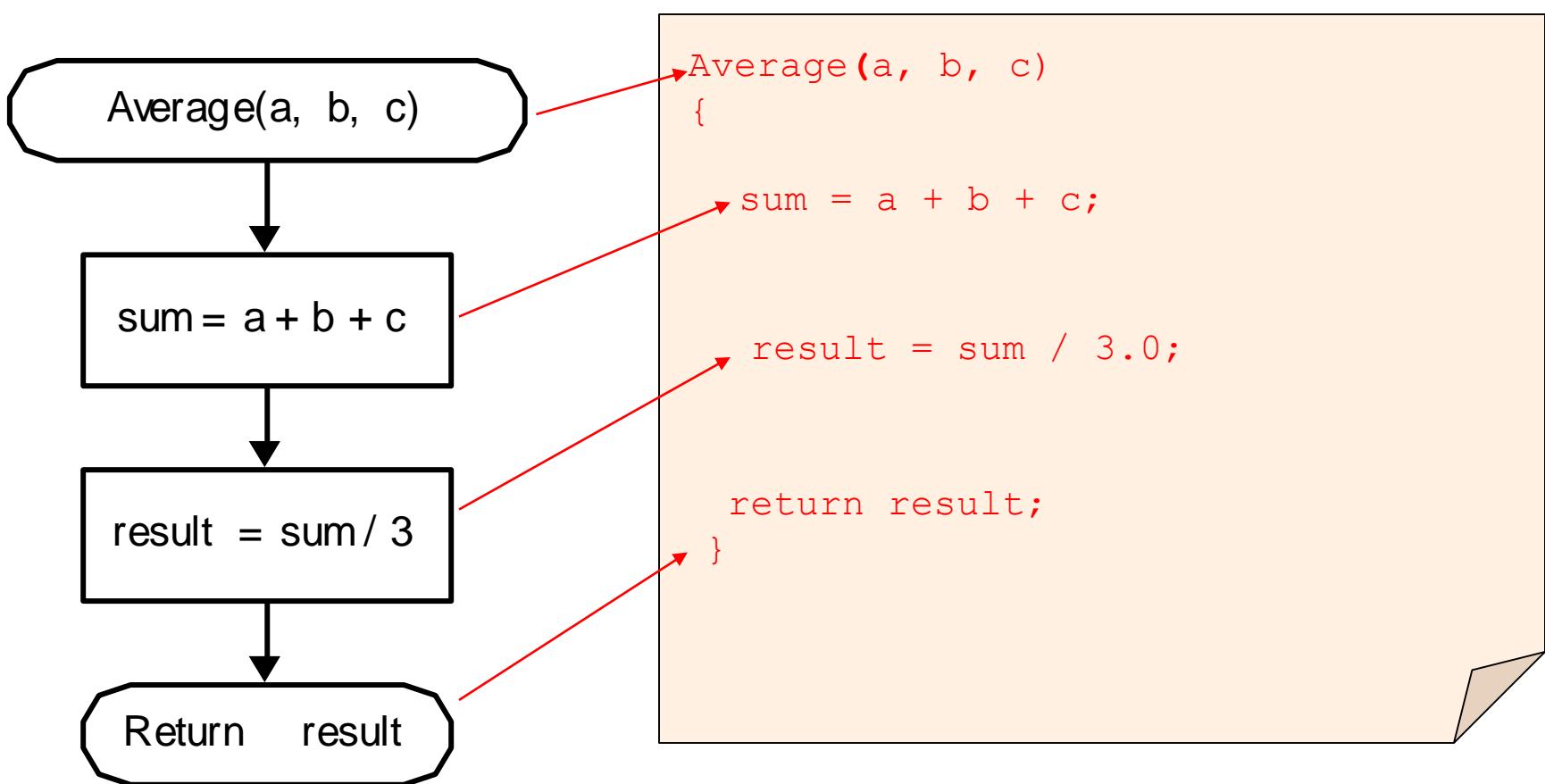
```
void main ()
{
    cin >>n1;
    cin >>n2;
    cin >>n2;

    avrg = Average(n1, n2, n3);

    cout << avrg;
}
```

# Intermediate code of the function flowchart

## *Preparing the rough code*



# The complete code

*Adding details to the rough code. The details are shown by bold texts*

```
#include <iostream>
Using namespace std;

float Average(int a, int b, int c)
{ float sum;

    sum = a + b + c;
    result = sum/3.0;
    return result;
}

int main ()
{
    int n1;
    int n2;
    int n3;
    float avrg;

    cout << "Enter three numbers: ";
    cin >> n1;
    cin >> n2;
    cin >> n3;

    avrg = Average(n1,n2,n3);

    cout << "The average is " << avrg;
    return 0;
}
```