```
P02: Program Calculate the sum of 2 integer

INPUT: int num1, int num2 ( such that 0 <= num1, num2 <= 10^9)

OUTPUT: num1 + num2

{
    Diplay(num1 ' + ' num2 ' + ' num1 + num2)

    Return num1 + num2
}
```

```
P05: Program Calculate division of 2 integer
INPUT: integer num1, num2
OUTPUT: int result( is the division of num1 / num2)
{
    If (num2 = 0) then
        Display ERROR("Error: Cannot divide by 0")
    Otherwise
        Diplay(num1 ' / ' num2 ' = ' num1 / num2)
        Return num1 / num2
}
```

```
P13: Program Calculate the Parimeter & Area of a Triangle INPUT: float edge1, edge2, edge3 ( for all: 0 <= \text{edge} <= 10^{\circ}9)

OUTPUT: float parimeter, area of such triangle with 3 edges {

// this is the half of the parimeter

Float s \leftarrow (\text{edge1} + \text{edge2} + \text{edge3}) / 2.0

// we use the Heron formula for calculate the area

Float area \leftarrow \text{sqrt}(s*(s-a)*(s-b)*(s-c))

// square root function

Display( s*2` area)

Return \{s*2, \text{area}\}
```

```
P10: the Electricity meter

INPUT: int preConsume, curConsume (for all: 0 <= preConsume <= curConsume <= 10^9)

OUTPUT: int consumed ( the consumed electricity)

{

    Display(curConsume ' - ' preConsume ' = 'curConsume - preConsume)

    Return curConsume - preConsume
}
```

```
P12: Program Calculate the Toal amount to be paid

INPUT: integer quantity, float price( for all: 0 <= quantity, price <= 10^9)

OUTPUT: integer price of the goods including 10% of tax

{

// we need to pay higher than the price

// if the price has decimal we need to get the ceil value to get enough money

// ceil function → get the smallest integer that greater than the value

Display(ceil(quantity * price * 1.1)

Return ceil(quantity * price * 1.1)
```

```
P16: Program Count Plate Number

INPUT: integer plate( for all: 10000 <= plate <= 99999)

OUTPUT: the total of all numbers on the plate

{
    integer total \( \lefta \) 0
    integer round \( \lefta \) 5

Loop(round > 0 )
    total \( \lefta \) total + ( plate % 10) // get the rightmost number
    plate \( \lefta \) plate / 10 // Move to the next number
    round \( \lefta \) round - 1

Return total

}
```

```
P17: Exchange Money
INPUT: positve integer amount ( for all: 0 < amount <=10^9)
OUTPUT: void ( we only need to print out the screen so no need to return value)
{
       Int array \leftarrow {500.000, 200.000, 100.000, 50.000, 20.000, 10.000, 5.000, 2.000, 1.000}
       Int array_size \leftarrow 9
        Int index \leftarrow 0
       Loop (index < array_size)
                Int count \leftarrow 0
               Loop (true)
                        If ( amount % array[index] = 0 AND amount != 0) then
                                Count \leftarrow count + 1
                               Amount \leftarrow amount – array[index]
                        Otherwise
                                Breake
               Display( array[index], ': ', count)
                Index \leftarrow index + 1
}
```

```
P23: Shared Region
INPUT: float length, radius( for all: 0 < length, radius <= 10^9)
OUPUT: float sharedArea (round to 2 decimals)
{
    Float PI ← 3.14\
        // the triangle is inside the circle
        // the shared region is the area of 3 triangle
        If (length < radius) then
            Display(PI * (radius) ^ 2)
            Return PI * radius ^ 2

Otherwise

Display(1 / 2 * PI * radius ^ 2 + 3 * length ^ 2 * sqrt(3) / 4)
            Return 1 / 2 * PI * radius ^ 2 + 3 * length ^ 2 * sqrt(3) / 4
}
```

```
P24: Promotion Programm

INPUT: float percent, quota ( for all: 0 < percent, quota < 10^9)

OUTPUT: float( 2 decimals) money( the amount of money need to spend)

{

Display(quota)
return (100 / percent) * quota
}
```

```
P25: Calculate pace & speed
```

```
INPUT: float distance, int hour, minute, float second (for all 0 <= distance, hour, minute, second
<= 10^9)

OUTPUT: float pace, speed ( round to 2 decimals)
{
    Float hour_count = hour + minute / 60 + second / 3600
    Float speed = distance / hour_count
    Float pace = hour_count * 60 / distance

Display(pace, " ", speed)
    Return { pace, speed}
}</pre>
```