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LAB 2 TASKS:

Q.1 -Design a flowchart, Pseudocode, Algorithm for processing a customer order at a restaurant,

including handling special requests (Like add on).

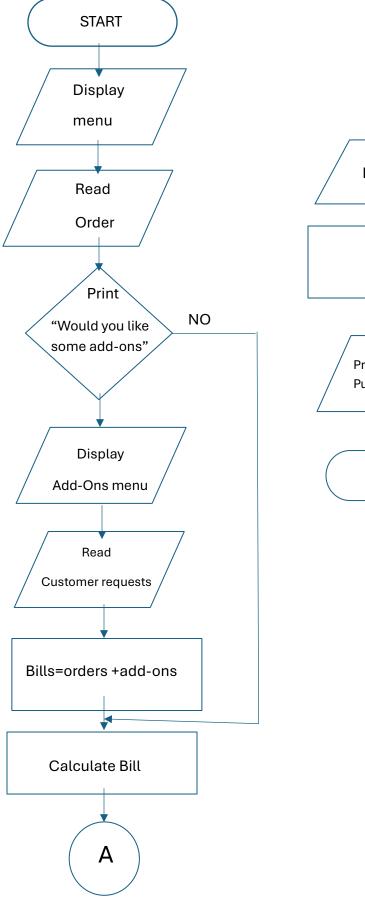
ALGORITHM:

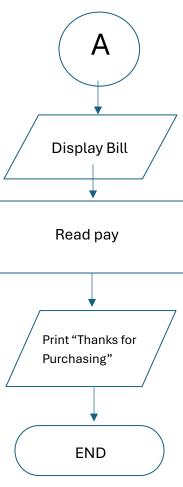
- 1. Greet the customer by displaying "Welcome, How may I help you"
- 2. Display menu to the customer
- 3. Take order from the customer
- 4. Input customer's order as individual items
- 5. Ask the customer for adding add on by displaying" Would you like some add ons"
- 6. IF yes then
 - a. Display "What would you like to add"
 - b. Display add-ons menu to the customer
 - c. Read Customer's request
 - d. Add the selected add-ons to the bill.
- 7. Calculate Bill by taking sum of prices of each item
- 8. Display Bill to the customer
- 9. Receive Payment from the customer
- 10. Display "Thank you for purchasing"

PSUEDOCODE:

- 1. Start
- 2. Print "Welcome, How may I help you"
- 3. Print menu
- 4. Read order from the customer

- 5. Print "If you like to add some add-ons"
- 6. Read add-on
- 7. If add on = 1
 - a. Print"What would you like to add"
 - b. Print add-ons menu
 - c. Read add-ons request from the customer
 - d. Set Bill = Order + add-ons
- 8. Calculate Bill
- 9. Display Bill
- 11.Read Payment from the customer
- 12. Print" Thank you for purchasing"
- 13.End





Task 02

2. Design a flowchart, Pseudocode, Algorithm for handling a customer's deposit transaction at a bank, including checks for account validity and deposit amount conditions.

ALGORITHM:

- 1. Start
- 2. Ask the user to enter the card
- 3. Read Card information
- 4. Ask the user for PIN Code
- 5. Compare the pin code with stored pin code
- 6. If matches, then proceed to the next step
- 7. Else End the program
- 8. Display "How much money would you like to draw?"
- 9. Read the amount entered by the user
- 10. Read User's account balance
- 11.IF equal amount is less than or equal to account balance then
 - i. Deduct the amount from the account's balance
 - ii. Dispense the money
 - iii. Display "Transaction completed
 - iv. Return the card to the user
 - v. End

12.Else

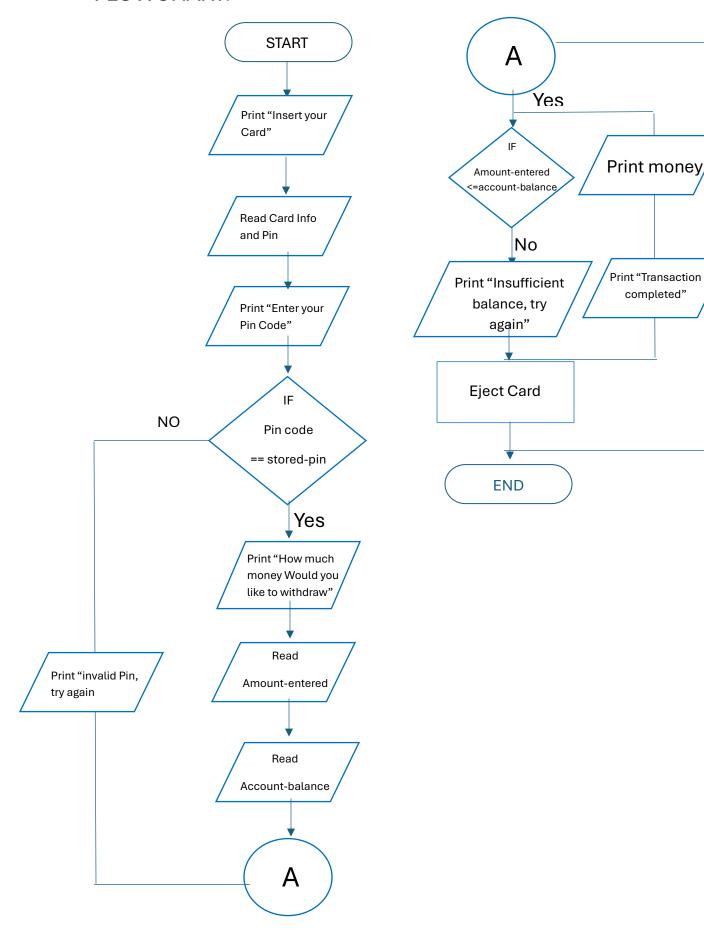
- vi. Display "Insufficient funds, Enter another amount
- vii. End

13.End

PSEUDOCODE:

- 1. Start
- 2. Print "Insert your card"
- 3. Read Card information and stored_pin

- 4. Print "Enter pin code"
- 5. IF pin code == stored_pin
 - a. Print "How much amount would you like to withdraw?"
 - b. Read the amount entered by the user
 - c. Read account balance
 - d. IF amount_entered <= account_balance
 - i. Deduct amount from account balance
 - ii. Print money
 - iii. Print "Transaction completed, please take your card"
 - iv. Eject Card
 - v. End
 - e. Else
 - i. Print "Insufficient balance, Try again later"
 - ii. Eject Card
 - iii. End
- 6. Else
 - a. Print "Invalid pin, Please try again"
 - b. Eject Card
 - c. End



Task 03

3. Design a flowchart, Pseudocode, Algorithm to determine which of three provided numbers is the greatest.

PSUEDOCODE:

- 1. Start
- 2. Print "Enter three numbers:"
- 3. Read three numbers (num1, num2, num3)
- 4. IF num1>num2 and num1>num3

Print "Number 1 is the largest"

5. Else if num2>num1 and num2>num3

Print "Number 2 is the largest"

6. Else if num3>num1 and num3>num2

Print "Number 3 is the largest"

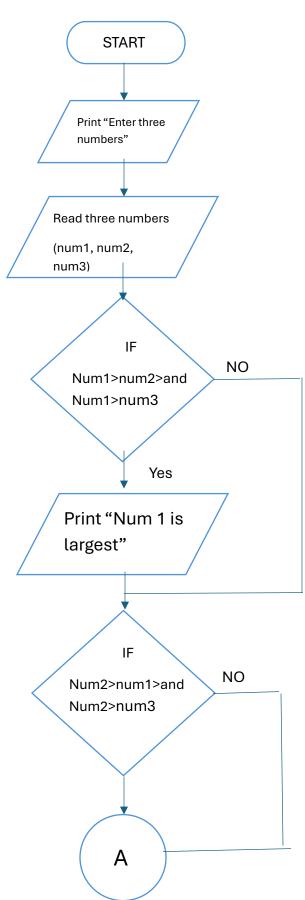
7. Else

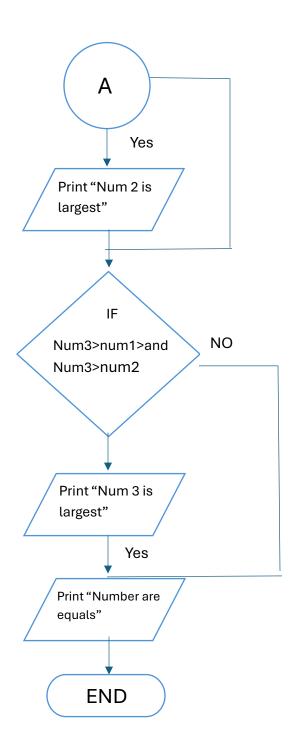
Print "Numbers are Equal"

8. End

ALGORITHM:

- 1. Ask the user to input three number
- 2. Read three numbers
- 3. Compare number 1 with number 2 and 3 to check if number 1 is larger
- 4. Compare number 2 with number 1 and 3 to check if number 2 is larger
- 5. Compare number 3 with number 1 and 2 to check if number 3 is larger
- 6. Print the largest number





TASK 04

Implement an algorithm where the user enters a number, and an appropriate month is displayed.

ALGORITHM:

- 1. Ask the user to enter a month number between 1 to 12
- 2. Read the month number
- 3. IF month number == 1

Then month = "January"

4. IF month number == 2

Then month = "February"

5. Else IF month number == 3

Then month = "March"

6. Else IF month number == 4

Then month = "April"

7.Else IF month number == 5

Then month = "May"

8.Else IF month number == 6

Then month = "June"

9.Else IF month number == 7

Then month = "July"

11.Else IF month number == 8

Then month = "August"

12.Else IF month number == 9

Then month = "September"

13.Else IF month number == 10

Then month = "October"

14Else IF month number == 11

Then month = "November"

15.Else IF month number == 12

Then month = "December"

16.Else

Print "Invalid Month Number"

17. Print "The month is: ", month

18.End

Task No 5

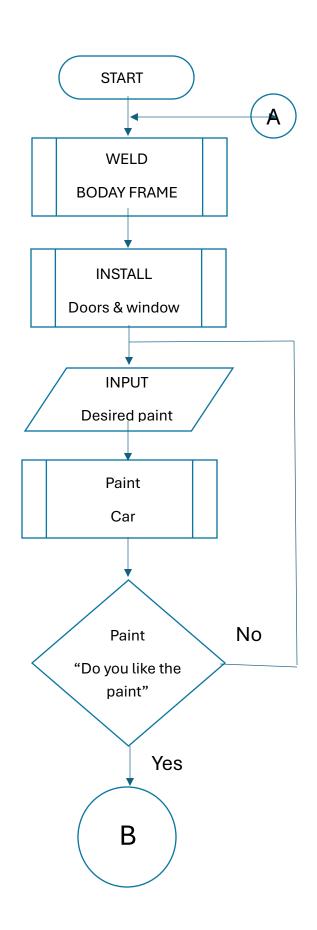
5.Create pseudocode a small calculator which only does '+' or '- 'Operations. (Hint: Take three variable inputs with one being used for the operator)

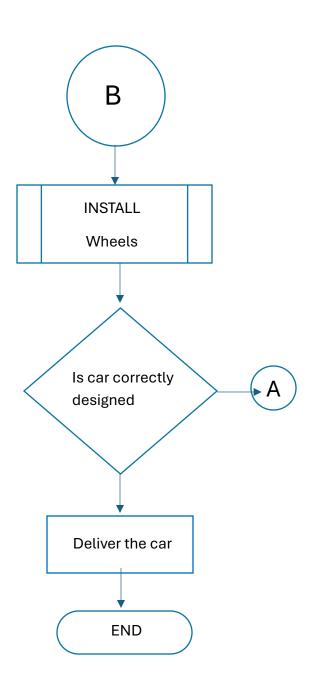
PSEUDOCODE:

- 1. Start
- 2. Print "Enter the first number:"
- 3. Read num1
- 4. Print "Enter the second number:"
- 5. Read num2
- 6. Print "Enter the operation Add (+) or Subtract (-)"
- 7. Read operator
- 8. IF operator == '+' then
 - a. result = num1 + num2
- 9. Print "The result of addition of first and second number is", result
- 10. Else if operator == '-' then
 - a. result = num1 num2
 - b. Print "The result of subtraction of first and second number is ", result
- 11.Else
- 12. Print "Invalid operator. Please enter either + or -."
- 13.End

Task No 6

6. You are working at Toyota Indus Motors and want to assemble a car. Design a flowchart with proper process modules and decision structures to replicate a pipeline production.





Task No 7

7. Implement an algorithm for making a simple calculator with all the operators (+,-,*,/,%)

Algorithm:

- 1. Start
- 2. Ask the user to enter first number
- 3. Ask the user to enter second number
- 4. Ask the user to enter the operation Addition (+), Subtraction (-), Division (/), Multiplication (*) or Modulus (%)
- 5. Set Addition = Number 1 + Number 2
- 6. Set Subtraction = Number 1 Number 2
- 7. Set Multiplication = Number 1 * Number 2
- 8. Set Division = Number 1/ Number 2
- 9. Set Modulus = Number 1 % Number 2
- 10.IF operator = Addition then
 - a. Print "The result of addition of first and second number is", Addition
- 11.Else if operator = Subtraction then
 - b. Print "The result of subtraction between first and second number is ", Subtraction
- 12. Else if operator = Multiplication then
 - c. Print "The result of multiplication between first and second number is", Multiplication
- 13. Else if operator = Division then
 - d. Print "The result of division of first number by second number is ", Division
- 14.Else if operator = Modulus then
 - e. Print "The result of Number 1 mod Number 2 is", Modulus
- 15.Else
 - f. Print "Invalid operator. Please enter either + or -."
- 16.End

Task No 9

9. Why we use .gitignore

Answer:

.gitignore is a text file in git which species which files or directories are to be ignored by the git, which means that those files will remain untracked by the git. It is mainly used for excluding unnecessary files that are not relevant to the repository or the code, ensuring that only relevant code and resources are committed. By ignoring files **.gitignore** also helps avoid unnecessary merge conflicts and keeps the repository clean, organized, and efficient.

Task No 10

10. Difference between Algorithm and Pseudocode

ALGORITHM	PSEUODOCODE				
LANGUAGE					
Algorithms are written in very plain	Pseudocodes are written in a language				
language and include basic	that resemble programming constructs				
instructions.	but is not actual code.				
MAIN PURPOSE					
It focuses on the solution of the	It provides a clear guide for coding				
problem without worrying about its	without the restrictions of a				
implementation	programming language's syntax.				
DETAIL					
Provides a detailed outline of the steps	More detailed than an algorithm;				
involved in solving a problem, often	includes specific instructions like				
excluding specifics like variable names	loops, conditionals, and variables.				
or control structures.					
TARGET AUDIENCE					
Useful for explaining the logic of a	Targeted towards programmers or				
solution to people who may not be	those familiar with coding, helping				
familiar with programming.	them transition from logic to				
	implementation.				