

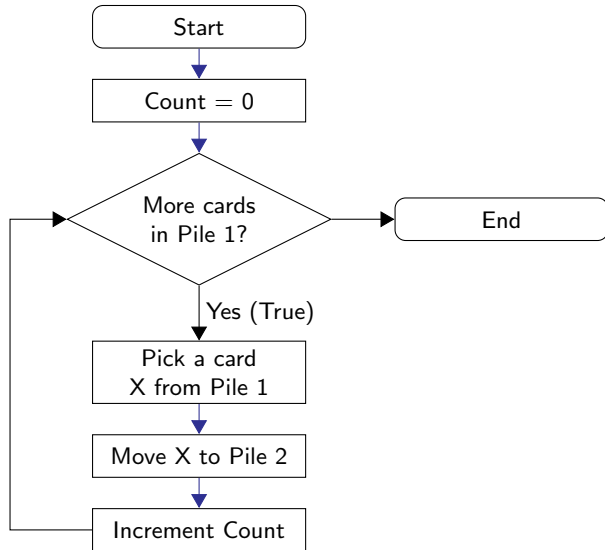


**IIT Madras**  
ONLINE DEGREE

## Pseudocode: From pictures to text

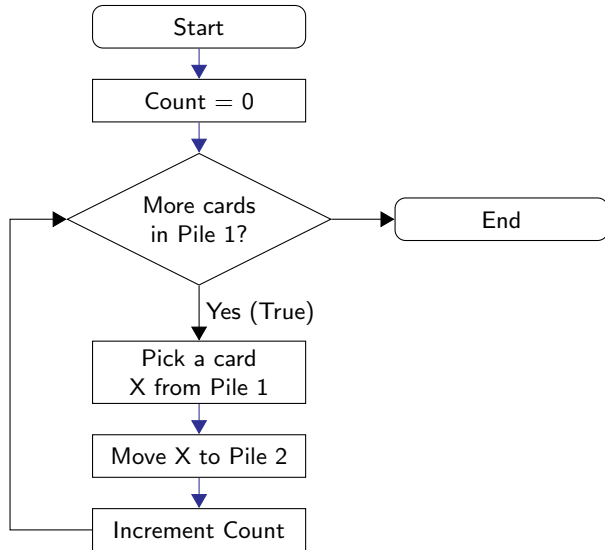
# Flowcharts

- Pictorial representation of computational process
  - Counting the number of cards



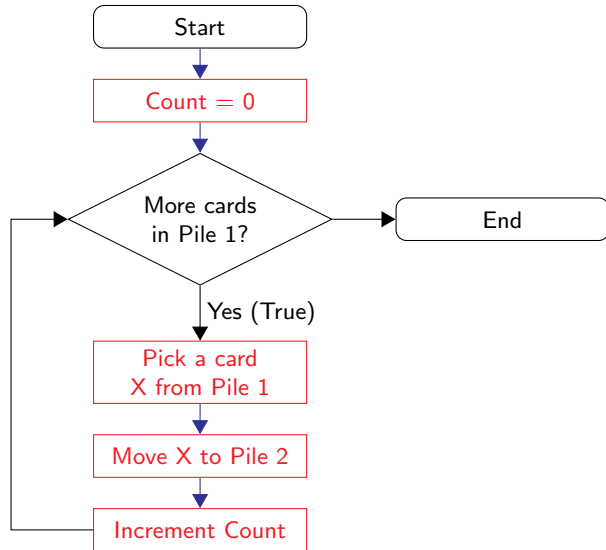
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- Node types



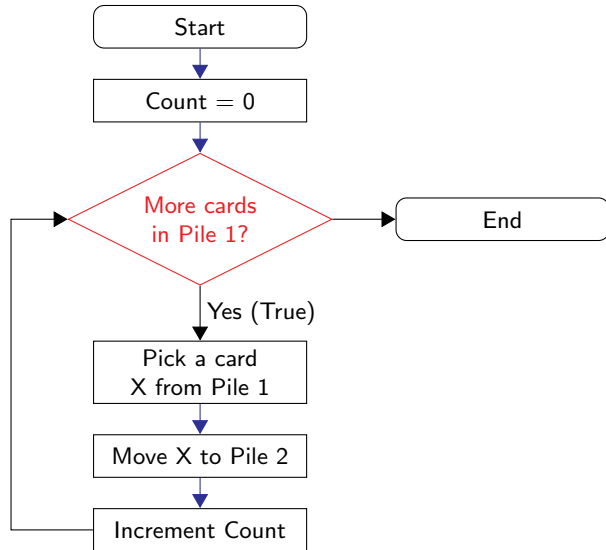
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  - Process



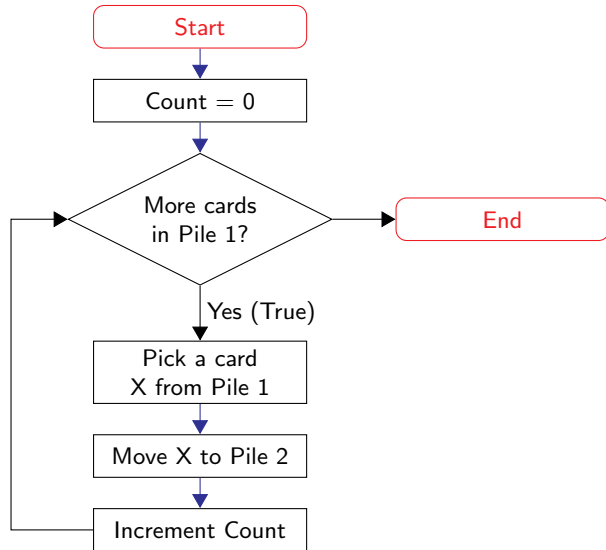
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  - Process
  - Decision



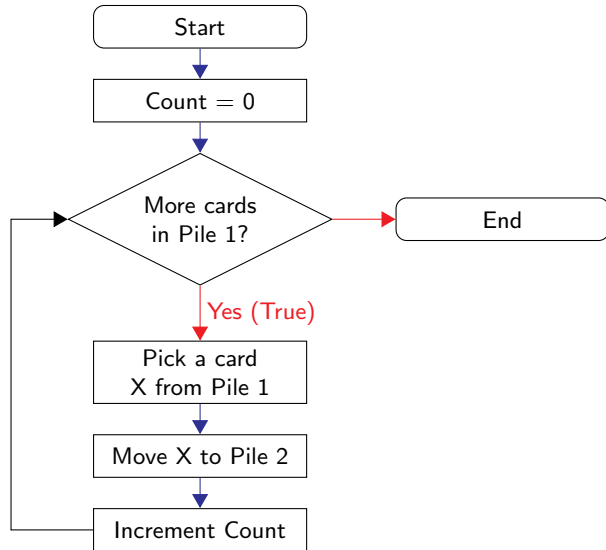
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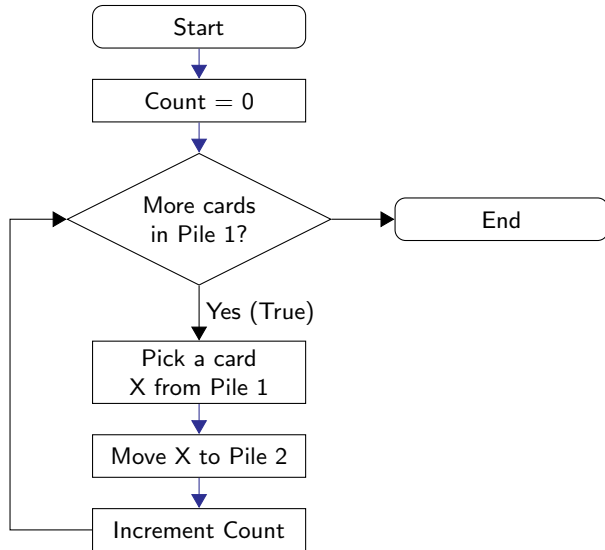
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- Arrows indicate operation flow





# Flowcharts

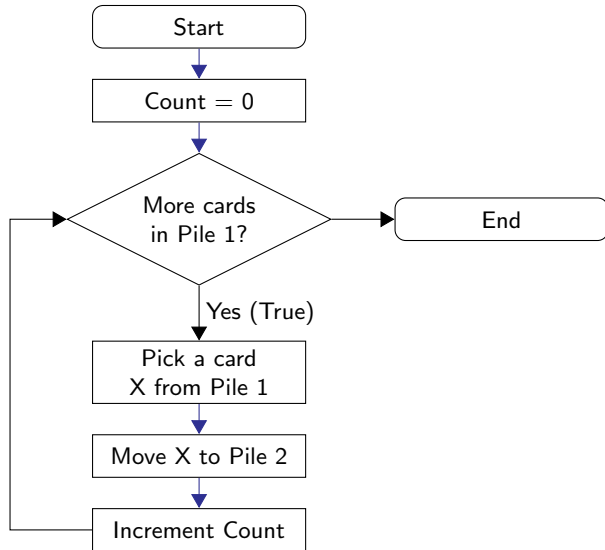
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# Pros and cons of flowcharts

## Advantages

- Visual representation of computation
- Easy to understand

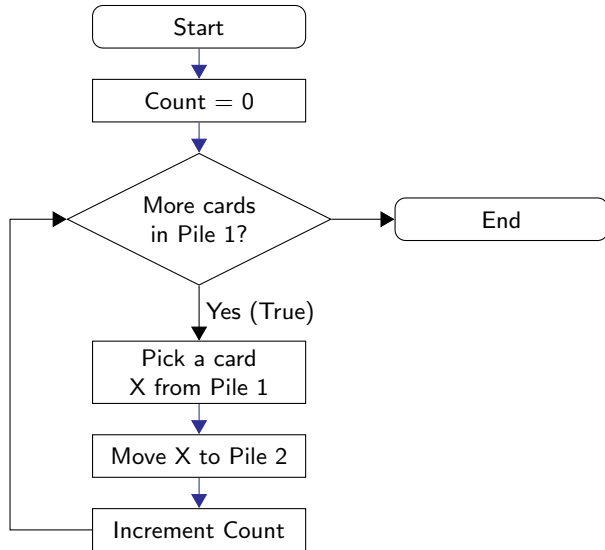


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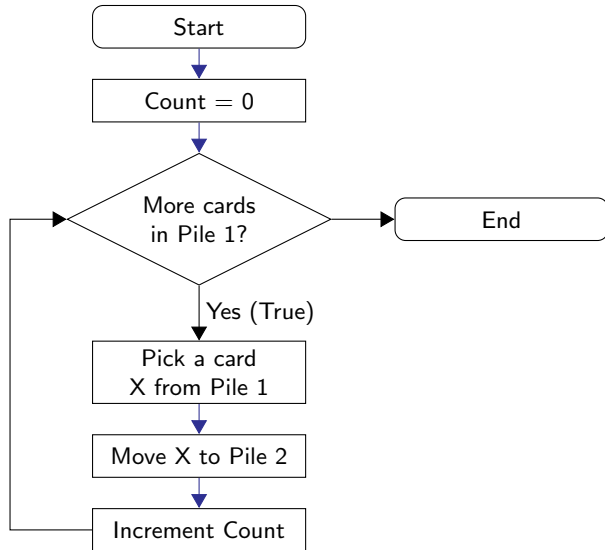
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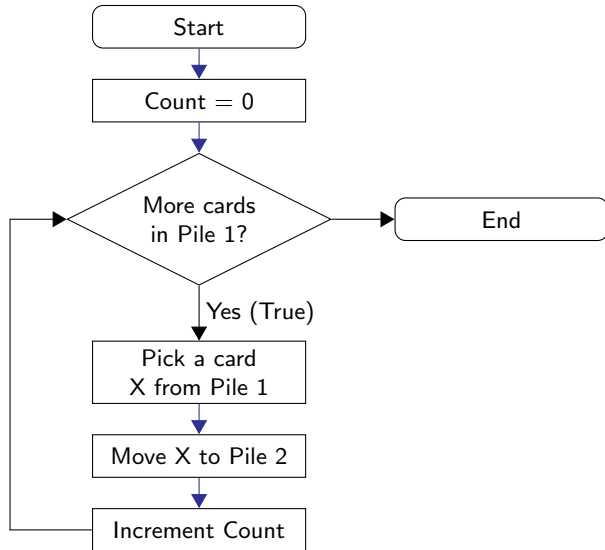
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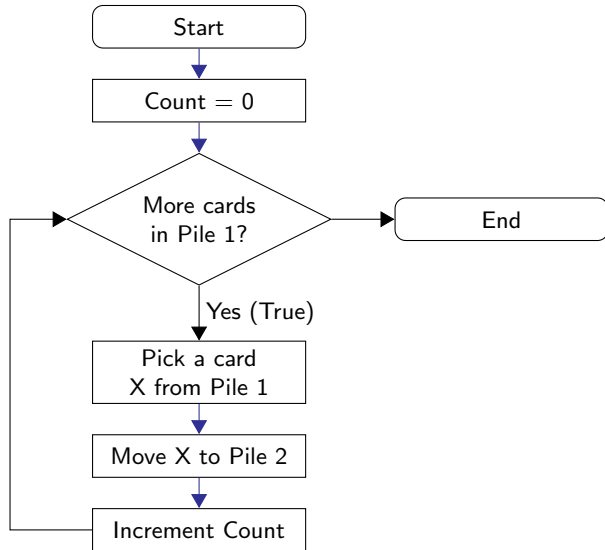
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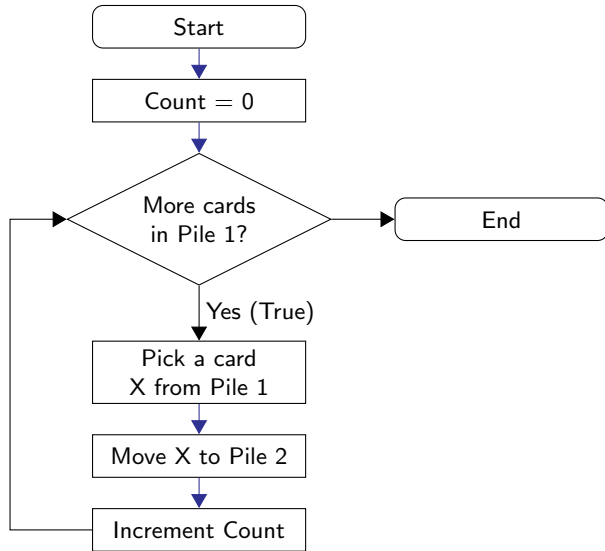
- Size: Complex processes generate large flowcharts
- Collaboration: Sharing pictures in editable format
- Versions: Compare changes between flowcharts



# From pictures to text

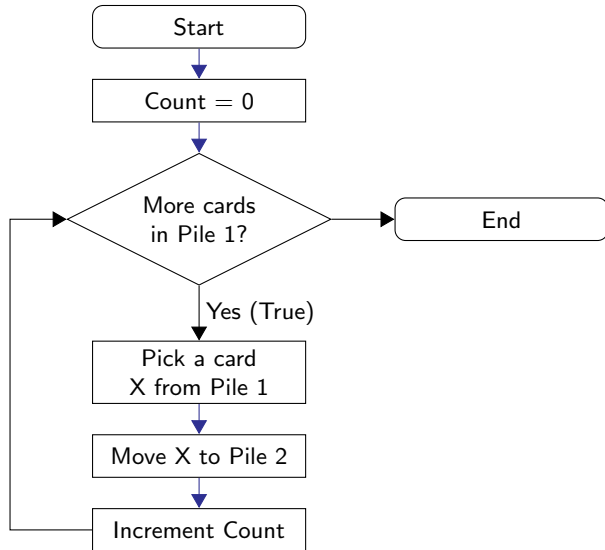
## Describe the process in words

- Step 0 Start
- Step 1 Initialize **Count** to 0
- Step 2 Check cards in Pile 1
- Step 3 If no more cards, go Step 8
- Step 4 Pick a card **X** from Pile 1
- Step 5 Move **X** to Pile 2
- Step 6 Increment **Count**
- Step 7 Go back to Step 2
- Step 8 End



# Programming language

- Succinct notation for computational processes





# Programming language

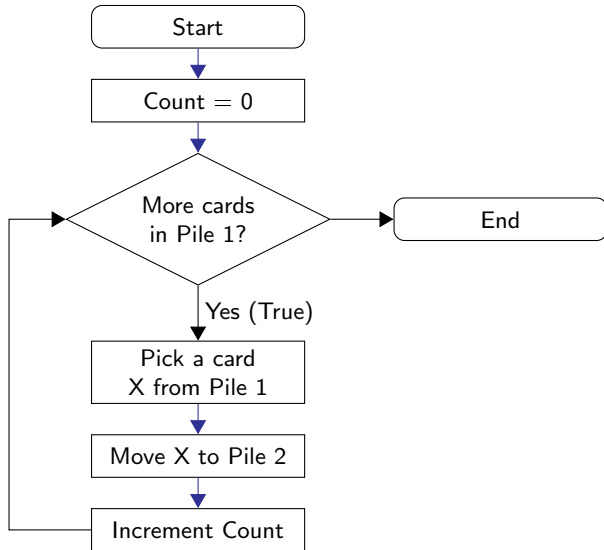
- Succinct notation for computational processes

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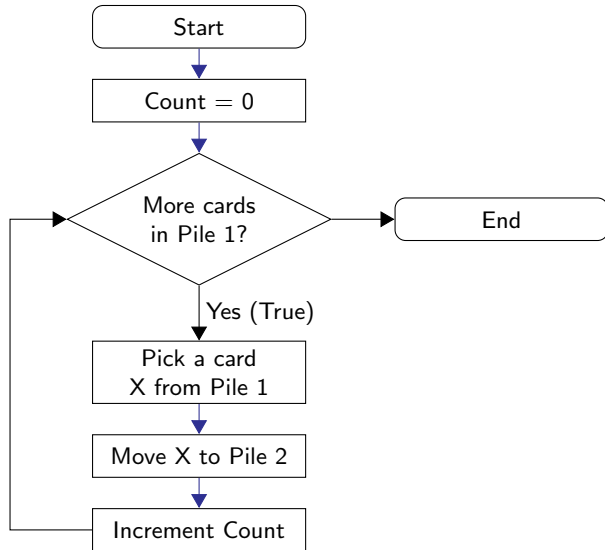
Step 4 Pick a card **X** from Pile 1

## Repeated execution

Step 2 Check cards in Pile 1

⋮

Step 7 Go back to Step 2



# Pseudocode

Start

**Count** = 0

**while** (Pile 1 has more cards) {

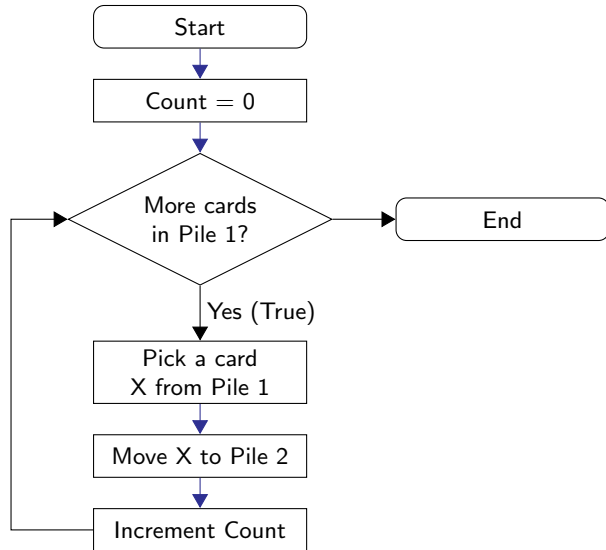
    Pick a card **X** from Pile 1

    Move **X** to Pile 2

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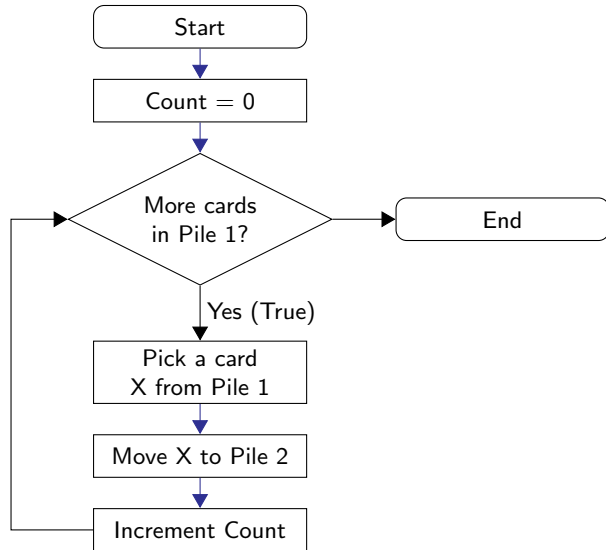
    Move **X** to Pile 2

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End

**1** Assign a value to a variable



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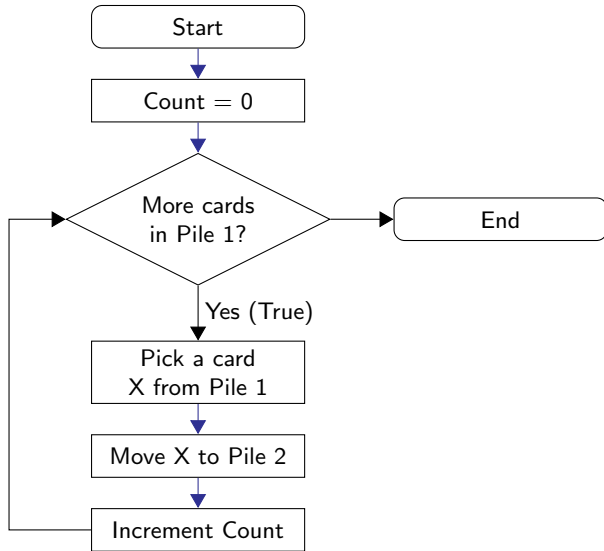
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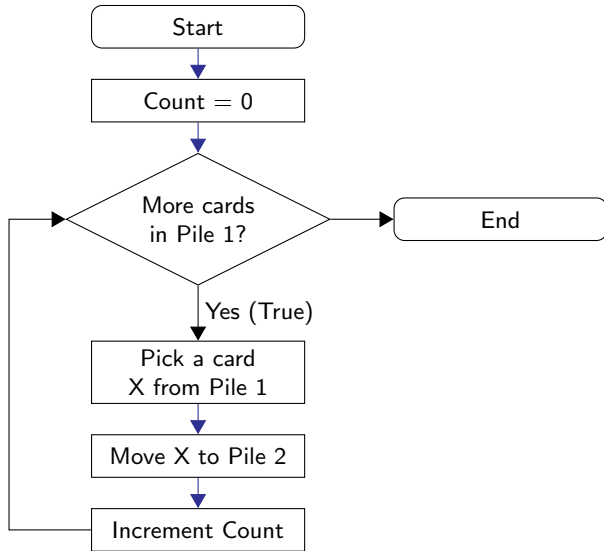
    Move **X** to Pile 2

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- 1 Assign a value to a variable
- 2 Repeat steps while condition holds
- 3 Mark start and end of repeated block



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