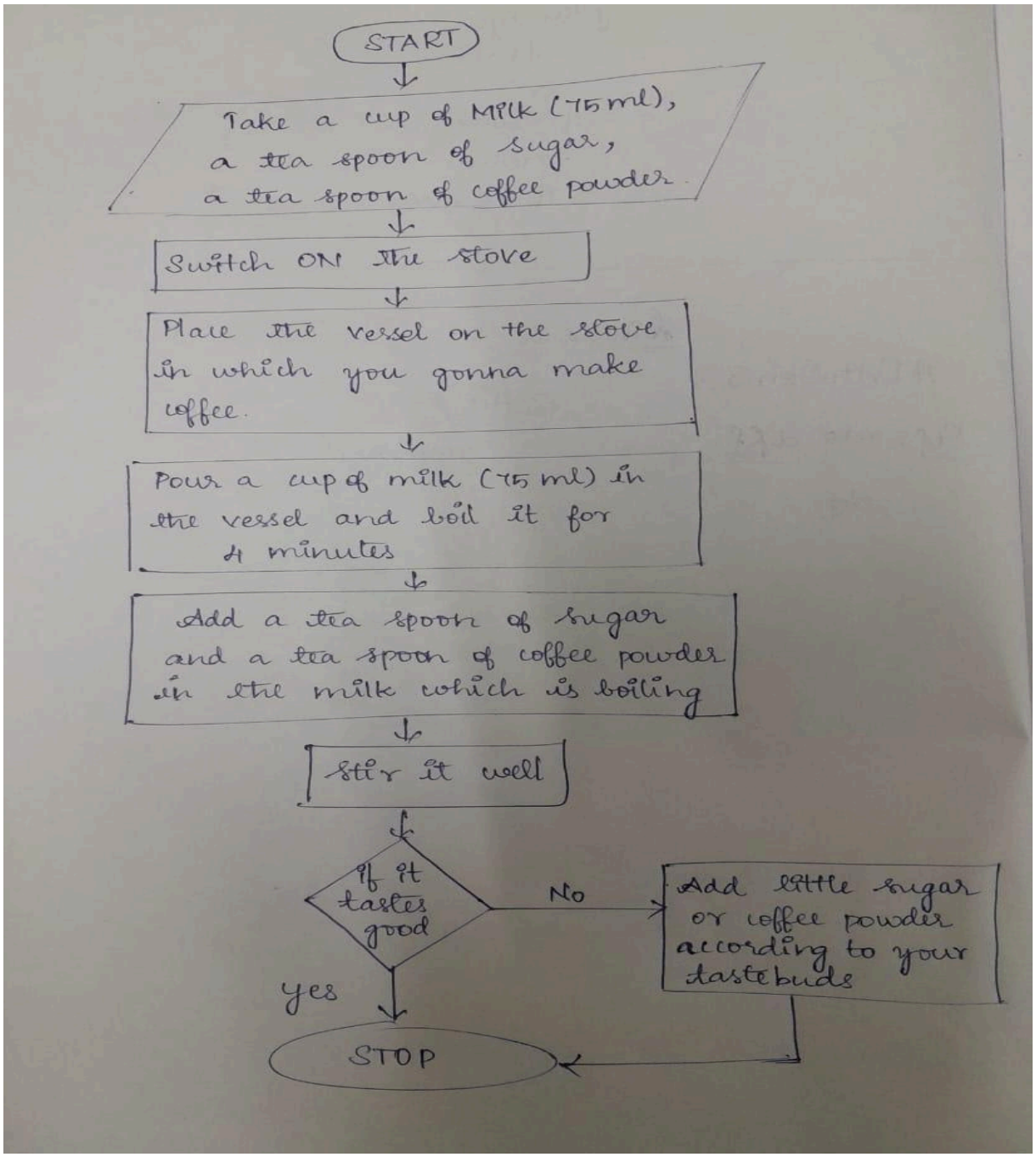
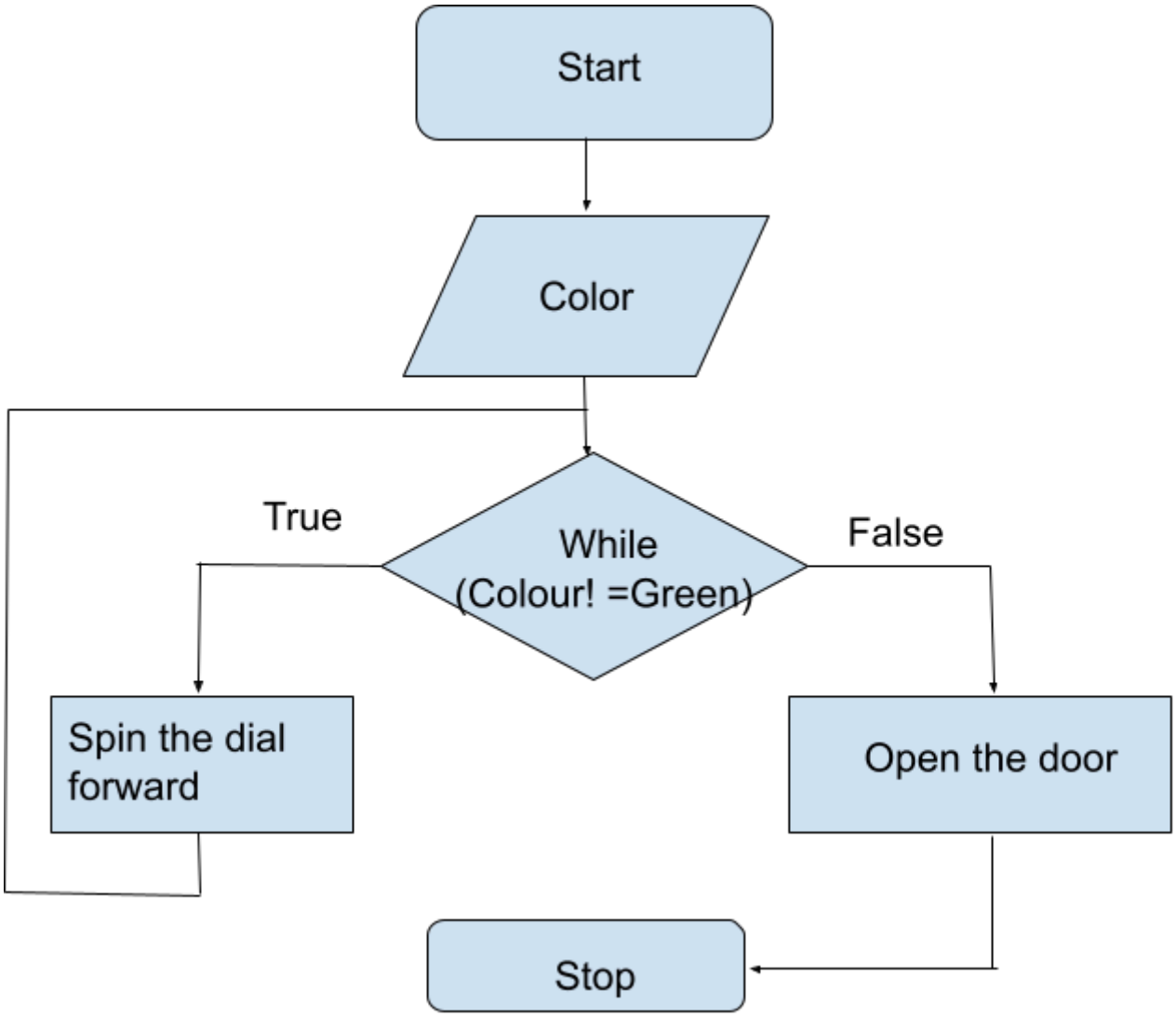
Flowchart for "Preparing Coffee"



Algorithm

Step 1: Take the necessary items like milk, coffee powder and sugar to prepare the coffee.
Step 2: Switch on the stove and place a vessel on it.
Step 3: Pour the milk into the vessel and boil it well.
Step 4: Take a cup and put some coffee powder.
Step 5: Check whether the person needs sugar or not. If yes, put some sugar in the cup and pour the boiled milk and stir it well.
Step 6: If not, pour the boiled milk directly into the cup and stir it well.
Step 7: Switch off the stove and have a nice cup of coffee!...

Flowchart for “The Prison break”



Algorithm:

Step 1: Start.
Step 2: Check the dial color.
Step 3: Repeat the process while the dial is not Green:

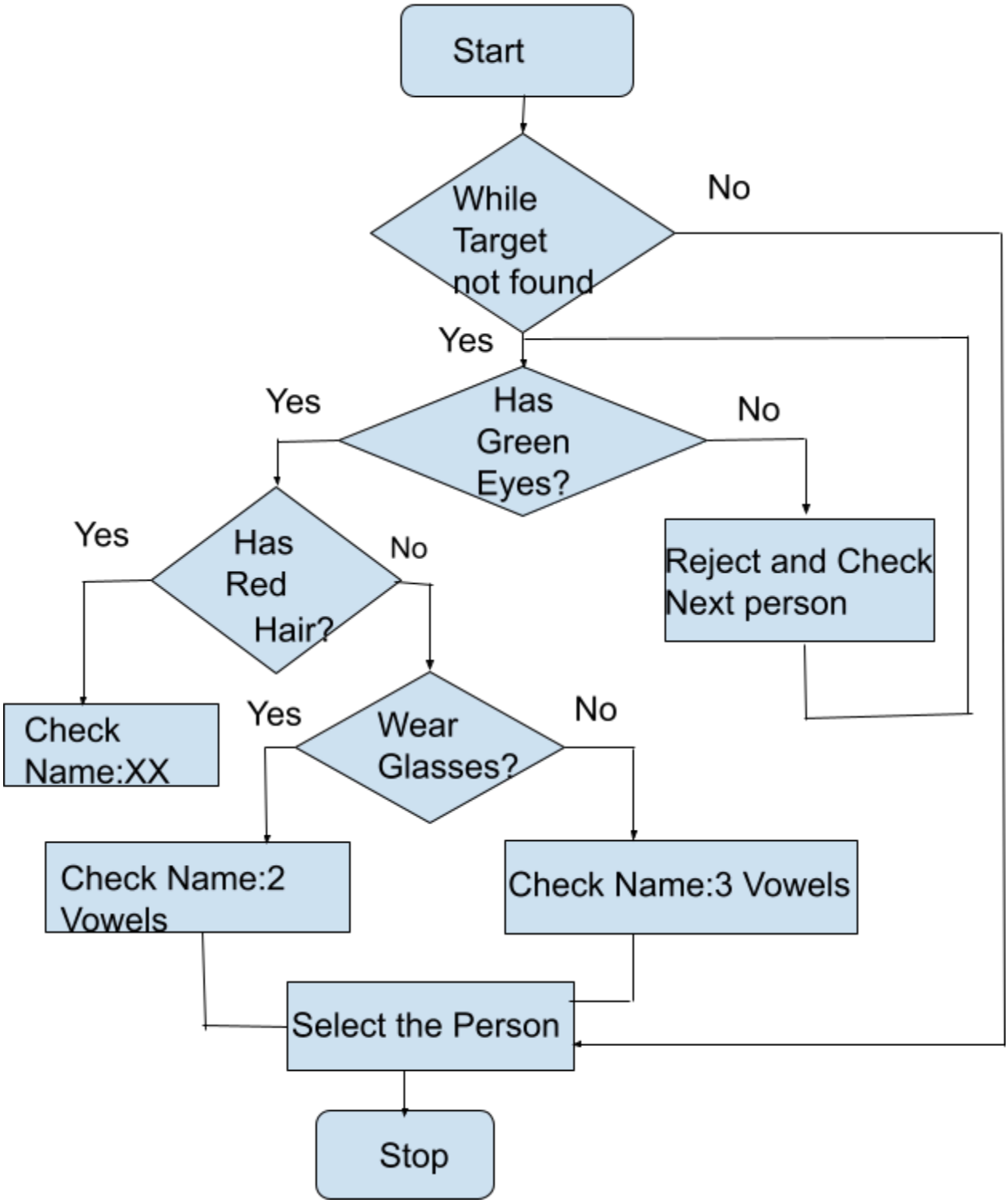
- Spin the dial
- Check the dial color again

Step 4: Once the dial is Green:

- Open the door.

Step 5: Stop.

Flowchart for "Finding the leader"



Algorithm:

Step 1: Start.
Step 2: Check if the person has green eyes,

- If no, reject and check the next person.
- If yes, proceed to the next step.

Step 3: Check if the person has red hair,

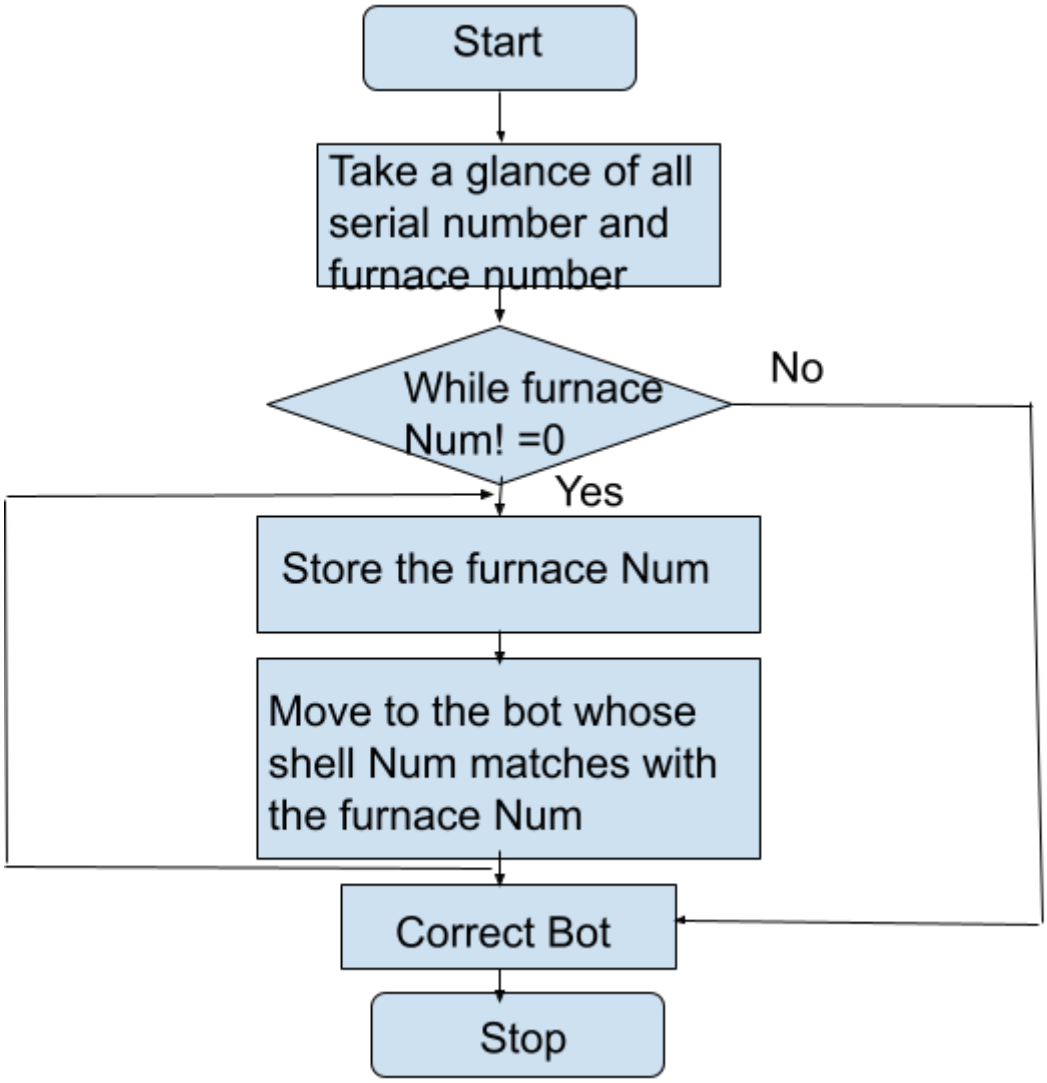
- If Yes, Check the name (XX).
- If no, proceed to the next step.

Step 4: Check if the person wears glasses,

- If yes, check if their name has 2 vowels.
- If no, check if their name has 3 vowels.

Step 5: If all the conditions are met, select the person.
Step 6: Stop.

Flowchart for “The Furnace Bots”



Algorithm:

Step 1: Start.

Step 2: Take a glance of all the furnace bots with their shell and furnace numbers.

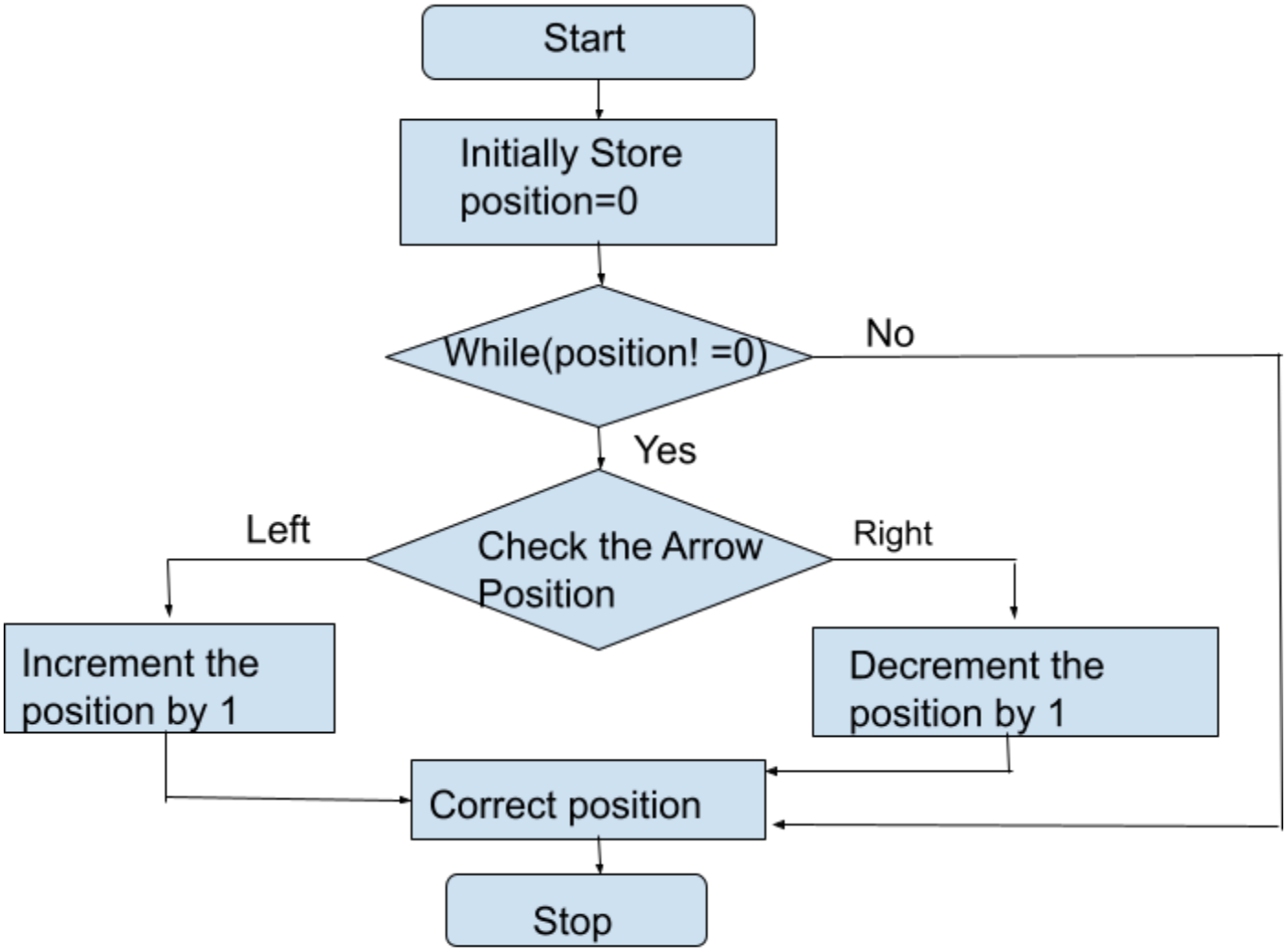
Step 3: While the target bot is not found,

- Store the Furnace number.
- Move to the bot whose shell number matches with the furnace number.

Step 4: If a bot's furnace number is 0, it is the original bot.

Step 5: Stop.

Flowchart for “The Train heist”



Algorithm:

Step 1: Start.

Step 2: Initialize a variable `position=0`

Step 3: While the position is not equal to 0,

Step 4: Check position

- If the train moves right (→), decrement `position` by 1.
- If the train moves left (←), increment `position` by 1.

Step 5: When `position` reaches 0, press the button.
Step 6: Stop.