

The background features a dark blue gradient with faint, light blue geometric patterns. On the left side, there are several concentric circles and arcs, some of which are marked with degree values ranging from 40 to 260. These markings are arranged in a way that suggests a circular scale or a compass rose. The overall aesthetic is technical and modern.

FUNDAMENTALS OF PROGRAMMING

PART VII

CONTENTS

- Revising the basics of Decision Making
- Relational Operator
- Creating a flowchart of Decision Making Problem
- Writing the Algorithm for Decision Making
- Different Types of Decision Making
- Quiz
- Assignment

DECISION MAKING

MAKE DECISION, CONTROL THE FLOW, GET A GREAT GRASP

DECISION MAKING

Diverting the flow depending on a condition.

Controlling / Changing the flow of a program based on True / False.

RELATIONAL OPERATOR

BUILD THE RELATIONSHIP BY FEELING IT

RELATIONAL OPERATOR

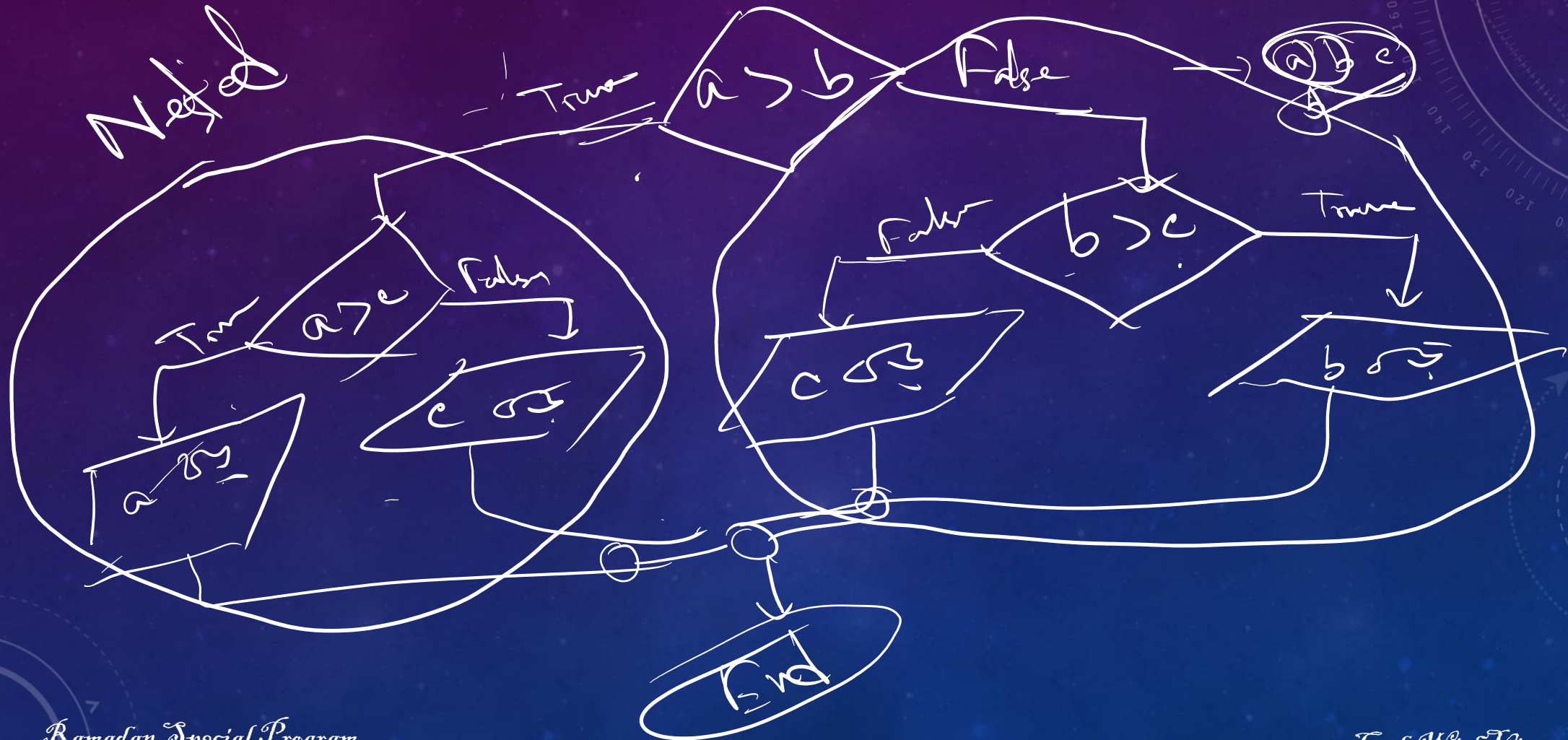
Symbol	Identity
<	Less Than
>	Greater Than
<=	Less than or Equal
>=	Greater than or Equal
==	Is Equal To
!=	Is Not Equal To

FLOWCHART OF DECISION MAKING

CREATING A FLOWCHART OF SOLVING DECISION MAKING PROBLEM

Nested

FLOWCHART OF DECISION MAKING



WRITING THE ALGORITHM

CONVERT THE FLOWCHART INTO ALGORITHM

WRITING THE ALGORITHM

③ if $a > b$
 $a \approx$
 go to step ⑤

④ else $b \approx$

⑤ Exit

DIFFERENT TYPES OF DECISION MAKING

IF, IF ELSE, NESTED IF ELSE, ELSE IF LADDER

DIFFERENT TYPES OF DECISION MAKING

if else is python
if else in Java

IF	IF <u>ELSE</u>	<u>ELSE IF</u> LADDER	NESTED IF ELSE
----	----------------	-----------------------	----------------

~~C++~~ ~~Java~~ ~~JavaScript~~ ~~JS~~ ~~Python~~

```
if a > b:  
    a  
else:  
    b
```

```
if a > b:  
      
elif b > a:  
      
else:  
    
```




THE END

PART VII