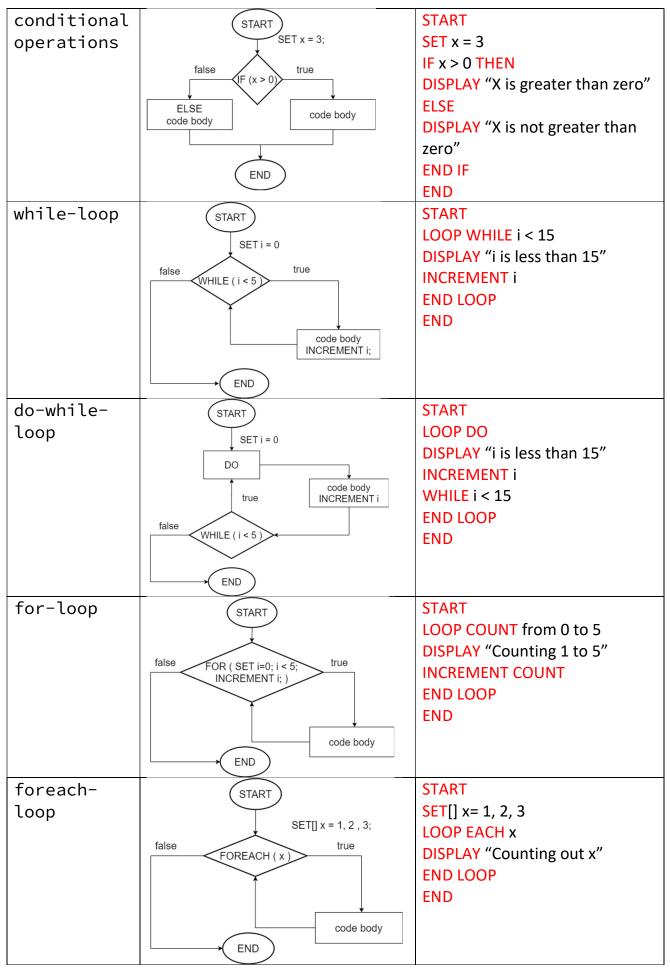
Pseudocode Cheat Sheet

VERB	Definition	
START/END	Begin / finish code	
SET	Set a variable	
INPUT / DISPLAY	Obtain / Provide user data	
GET / PUT	Obtain data from a sensor. Or	
	Provide data to an actuator	
CALCULATE, COMPARE	Compute	
INCREMENT / DECREMENT	Add / Subtract one	
CALL	Run function / subroutine	

Symbol	Definition	Examples	
=	assign	i = 5	
==	is equal to	x == 5, x == z	IF x == 4
>	is greater than	x > 5	<pre>IF x > 4 then</pre>
>=	is greater than or equal to	x >= 6	LOOP WHILE x >= 6
<	is less than	value[y] < 7	LOOP UNTIL value[Y] < 7
<=	is less than or equal to	value[] <= 12	<pre>IF value[Y] <= 12 THEN</pre>
≠	not equal to	$x \neq 4, x \neq x$	
AND	logical AND	a AND b	IF $x < 7$ AND $y > 2$ THEN
OR	logical OR	a OR b	IF $x < 7$ OR $y > 2$ THEN
NOT	logical NOT	NOT a	IF NOT $x = 7$ THEN
mod	modulo	19 mod 6 = 1	<pre>IF value[y] mod 7 = 0 THEN</pre>
div	integer part of quotient	24 div 7 = 3	<pre>IF value[y] div 7 = 2 THEN</pre>

Flowchart example	Pseudocode example
(START)	START
	perform task1
<u> </u>	perform task2
code body	END
<u> </u>	
END	
	start code body







Arduino Pseudocode Examples

Simple Blink Pseudocode

```
START
SET LED = 13
WHILE (Power On)
    PUT 13 on
    WAIT 2 seconds
    PUT 12 off
    WAIT 2 seconds
END
Simple LED Connected to a digital light sensor
START
SET LED = 13
SET LightSenor = 2
WHILE (Power On)
    GET LightSensor
    IF (LightSensor == 1)
         LED on
    Else
         LED off
END
```

