Start

1. Initialize i with ‘H’

1.1) Check if i is greater than or equal to ‘A’

2) Initialize j with ‘A’

2.1) Check if j is less than or equal to ‘I’

Print j and then space

Update(increment) j by one

go to step 2.1 and check

Then assign the value of j to ‘x’

If step 2.1

is false go to condition 3

3) initialize character k with x minus one

3.1) Check if k is greater than or equal to ‘A’

If true

Print k and space

Then update by subtracting one from the value of ‘k’

Go to step 3.1 and check

If false

Print new line and update (decrease) the value of i with one

4) If variable l is equal to character ‘H’

4.1) Check if l is greater than or equal to ‘i’

And then print new line

Check condition 4.1

Update the the value of l( decrease by one)

If false

Go to the next statement

// the lower part of the pyramid

1. Initialize character i with ‘A’

1.1) check if ‘i ‘ is less than or equal to ‘G’

1.1.1) initialize character ‘j’ with ‘A’

Check if ‘j’ is less than or equal to ‘i’ plus one

Print ‘j’ and space

Assign the value of ‘j’ to some variable y

Update the value of ‘j’ (increase by one)

Check if j is less than or equal to ‘i’ plus one

1.2) If false go to condition 2

2) initialize character ‘k’ with y minus one

2.1 check if ‘k’ is greater than or equal to ‘A’

If true

Print k and then space

Update by subtracting one from the value of ‘k’

If false

start with new line and move to condition 3

3) initialize character ‘m’ with ‘E’

3.1) check if ‘m’ is greater than or equal to ‘i’

If true Print space

Update the value of ‘m’ (decrease by one)

Check condition 3.1

If false

Update the value of ‘i’ (increase by one)

And if condition 1.1 is false

end the program