

# Algorithms

# What is an Algorithm?

- A set of exact steps which when followed, solves the problem or accomplish the required task.
- An algorithm is a procedure or step-by-step instruction for solving a problem.
- Algorithms act as an exact list of instructions that conduct specified actions step by step in either hardware or software-based routines.

# Algorithms

Every algorithm should have the following five characteristics:

- ❖ Input: Should take desired input.
- ❖ Definitiveness: Each step must be defined precisely.
- ❖ Effectiveness: It's operations must be basic enough to be done exactly and for infinite time.
- ❖ Termination: Must terminate after a finite number of steps.
- ❖ Output: Should provide desired output.

# Example






Algorithm for finding the average of three numbers is as follows –

- Start
- Read 3 numbers a,b,c
- Calculate  $\text{sum} = a+b+c$
- Calculate  $\text{average} = \text{sum}/3$
- Print average value
- Stop

# What is a Flowchart?

- Diagrammatic or visual representation of an algorithm is called flow chart.
- A flowchart is a diagram made up of boxes, diamonds and other shapes connected by arrows.
- Each shape represents a step of solution process and arrow represents the order or link among the steps.

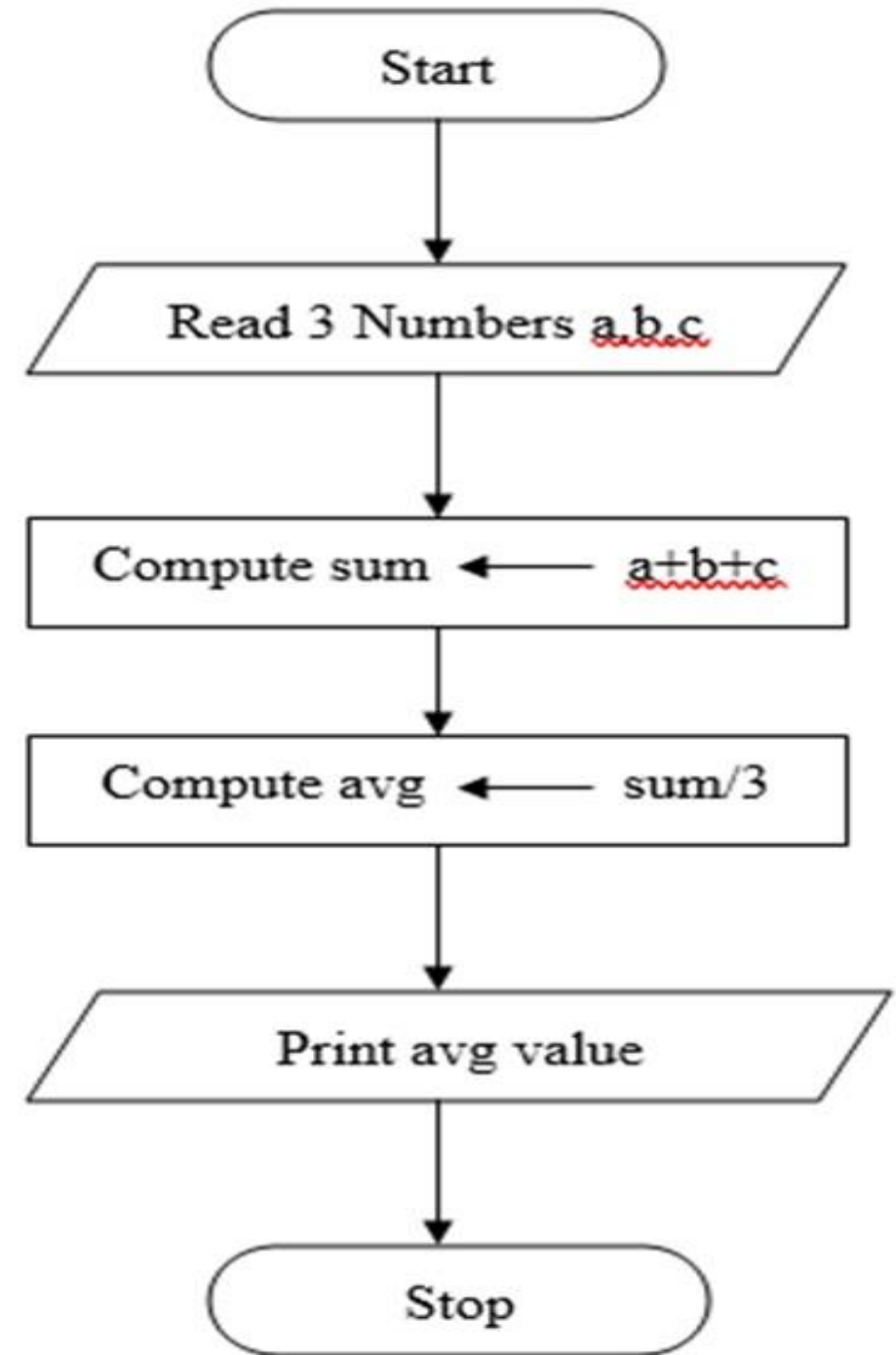
# What is a Flowchart?

Symbol	Name	Function
	Start/end	An oval represents a start or end point.
	Arrows	A line is a connector that shows relationships between the representative shapes.
	Input/Output	A parallelogram represents input or output.
	Process	A rectangle represents a process.
	Decision	A diamond indicates a decision.



# Example

- Flowchart for finding an average of three numbers.



# Pseudo Code

- If, an algorithm is written in English like sentences then, it is called as 'PSEUDO CODE'.
- It is considered as a non-formal language that helps programmer to write algorithm.
- It is a detailed description of instructions that a computer must follow in a particular order.



# Pseudo Code

- It is intended for human reading and cannot be executed directly by computer.
- No specific standard for writing pseudocode exists.
- Keywords used in pseudocode are – INPUT, COMPUTE, PRINT, INCREMENT, DECREMENT, IF/ELSE, WHILE, TRUE/FALSE

# Example

- Write an algorithm to calculate area and perimeter of rectangle.

INPUT Length

INPUT Breadth

COMPUTE  $\text{Area} = \text{Length} * \text{Breadth}$

PRINT Area COMPUTE  $\text{Perimeter} = 2 * (\text{Length} + \text{Breadth})$

PRINT Perimeter