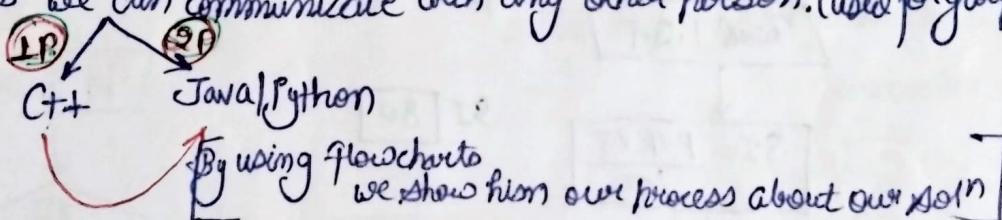


● Flowcharts : for problem solving:

- ① To analyse your problem (so that we can know about input or output)
- ② Sometimes given problem is quite complex so we have to breakdown into sub-smaller parts.
- ③ To reduce the errors, we should write down sol'n on paper with required steps.
- ④ Verify the sol'n (to rectify the errors) [by own]
 - ↓ (for verifying we need to take 2 or more example and see their output
if coming right then we move ahead to code)
- ⑤ Write code

What is Flowchart? :

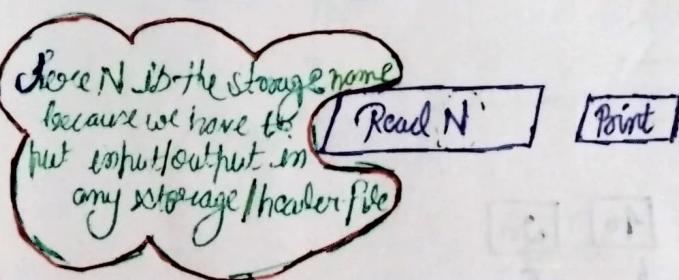
- Diagrammatic representation illustrating a sol'n to a given problem.
- Allows you to break down any process into simple-smaller parts and display them in a visually pleasing way.
- By flowcharts we can communicate with any other person. (used for group projects)



Flowchart Components :-

[end] [start]

(i) Terminator → This component is used to show our flowchart starting. or ending of our flowchart.



(ii) Input/Output component.

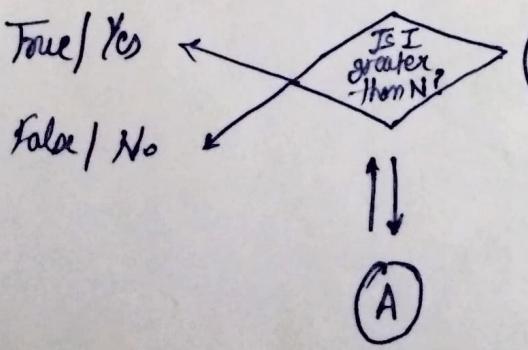
↳ (use for taking input output from user)

Let Sum = 0, I = 1

(iii) Process component

Sum
0 I
1

↳ (calculation part come here.)



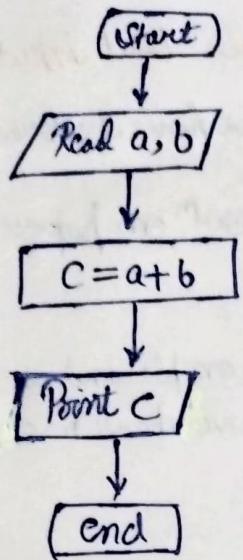
(Conditional) Box

(only has two valid answers)

Arrow [To change the flow of the process]

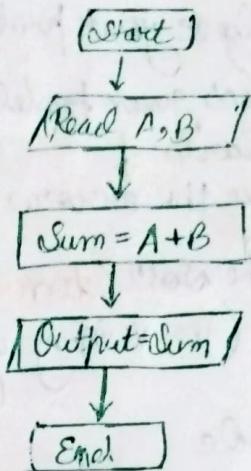
Connector [Used to connect differ parts of program]

E.g. ① Add two numbers

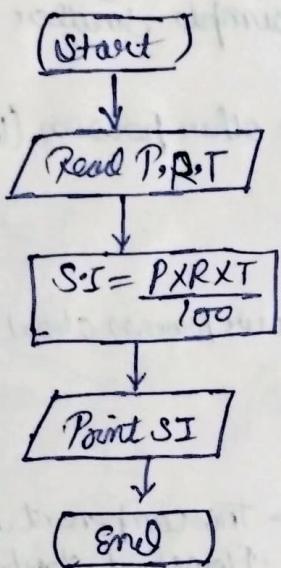


(for finding read component)

$$\begin{array}{l} 5 \\ a \\ + \\ 6 \\ \hline 9 \\ c \end{array}$$



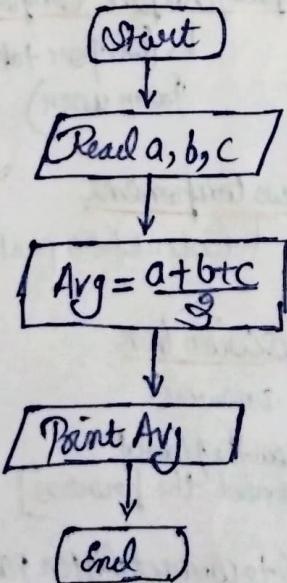
② Read Principal, Rate and Time or Point SI.



$$\begin{array}{l} 1000 \\ P \\ \hline 4 \\ R \\ \hline 2 \\ T \\ \hline \end{array}$$

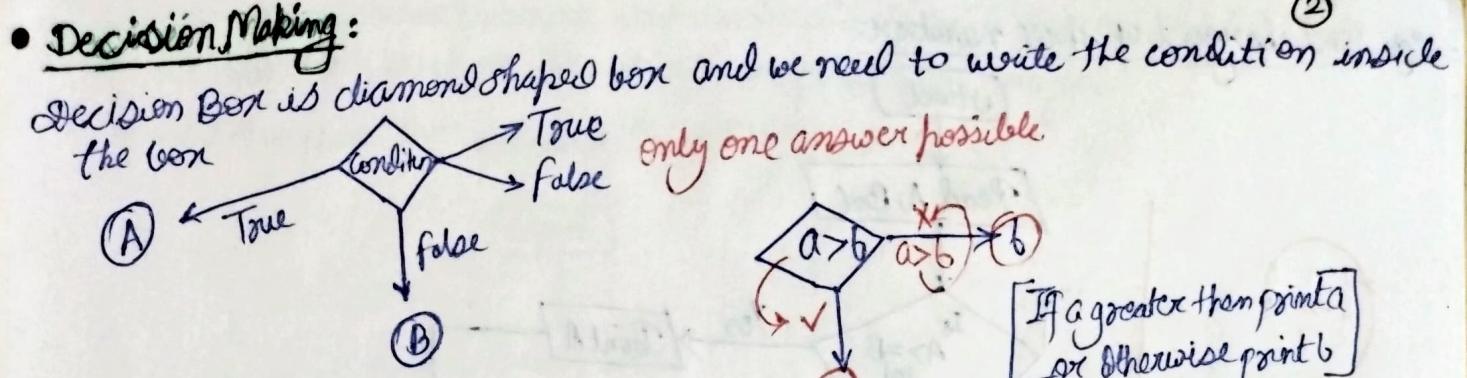
$$SI = 80$$

③ Point and calculate the Average, you are given three numbers.



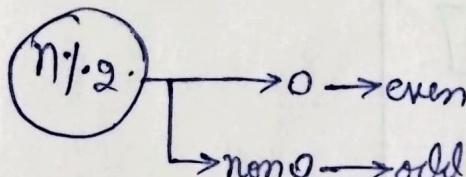
$$\begin{array}{l} 30 \\ a \\ \hline 40 \\ b \\ \hline 20 \\ c \end{array}$$

$$Avg = 30$$

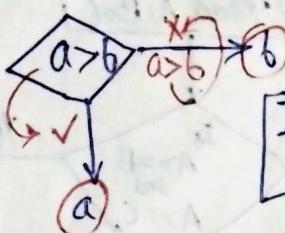
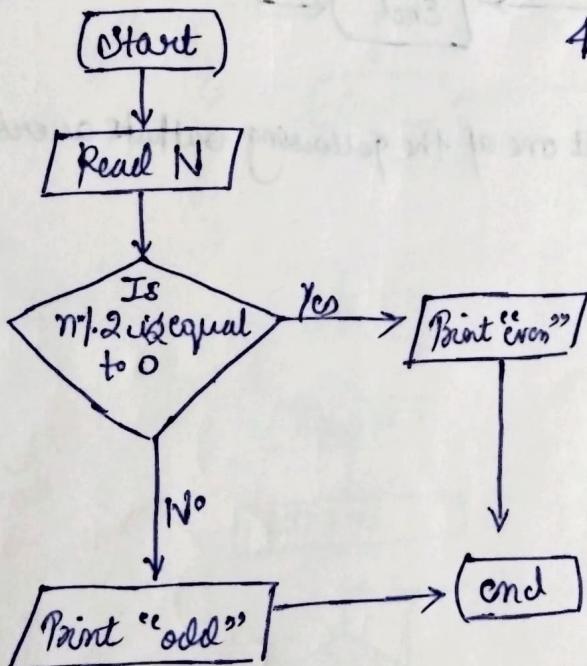


e.g. Check whether number is odd or Even

$$n=7$$



Flowchart \Rightarrow



If a greater than print a
or otherwise print b

① \rightarrow divide operator

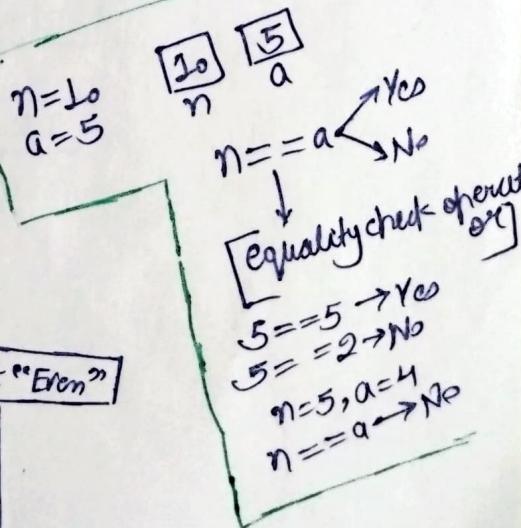
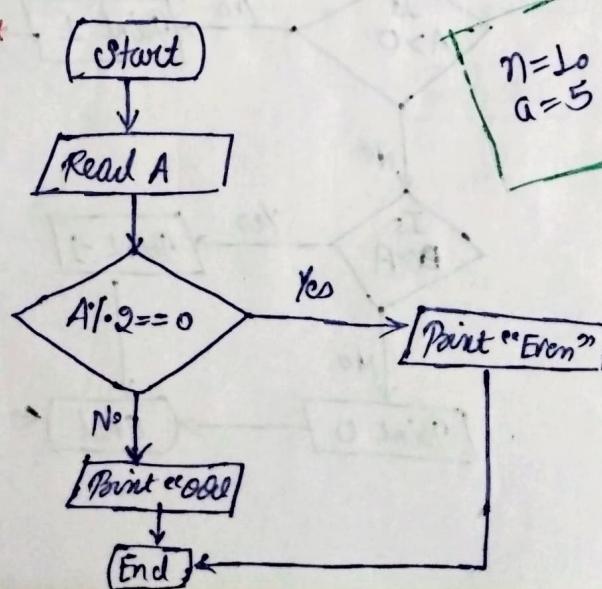
$$5/2 = 2.5 \rightarrow 2 \text{ (ignoring decimal part)}$$

$$4/3 = 1 \quad \text{(we get quotient here but need of remainder)}$$

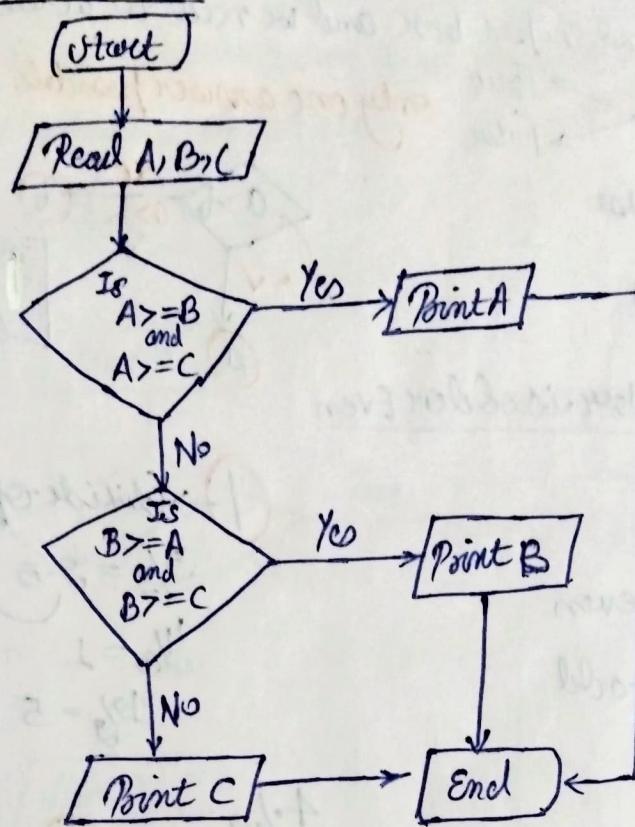
$$4 \% 2 = 0$$

$$\begin{array}{r} 2 \\ 4 \longdiv{12} \\ \underline{-8} \\ 4 \end{array} \quad ② \rightarrow \text{modulus operator or Remainder operator}$$

$$5 \% 3 = 2 \quad \begin{array}{r} 3 \\ 5 \longdiv{12} \\ \underline{-9} \\ 3 \end{array} \quad 3 \% 3 = 0 \quad \begin{array}{r} 3 \\ 3 \longdiv{12} \\ \underline{-9} \\ 3 \end{array}$$



Eg. Find largest of three numbers.



$$\begin{cases} A=4 \\ B=1 \\ C=1 \end{cases}$$

$$\begin{cases} A=4 \\ B=8 \\ C=5 \end{cases}$$

$$\begin{cases} A>B \\ \downarrow \\ \text{No} \\ B>A \\ \downarrow \end{cases}$$

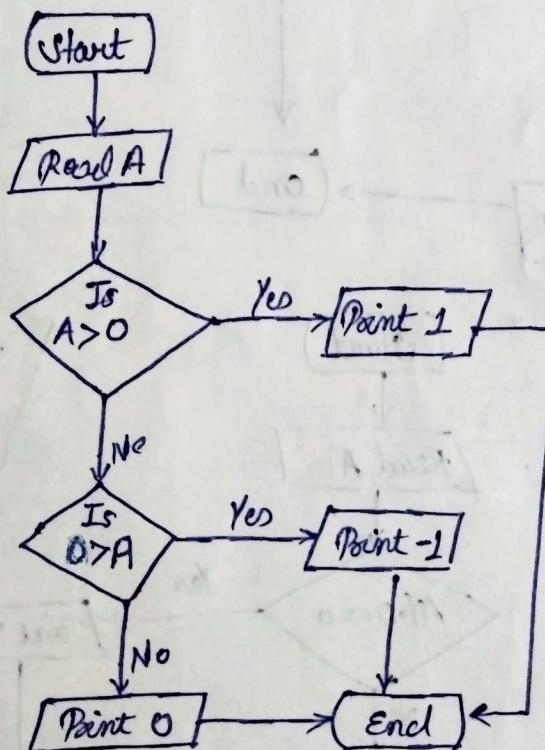
somewhere to
use equalsign
also with this

Q(1) You are given a number. You need to print one of the following outputs according to the number's nature.

Point 1, if the number is positive

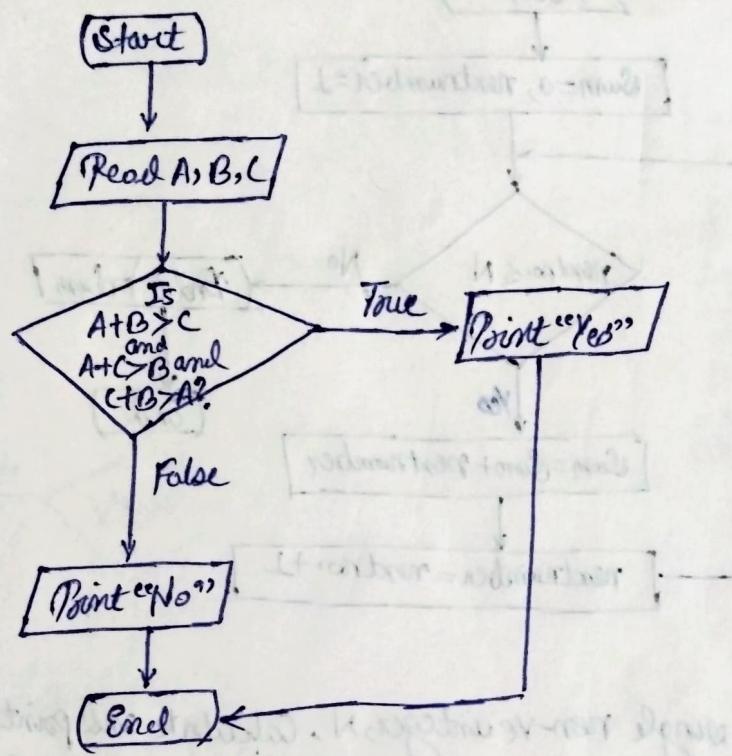
Point -1, if the number is -ve

Point 0, if it's equal to zero.



Q(8) You are given three numbers. Each numbers represent the length of a line. You need to figure out whether these lines can form a valid triangle.

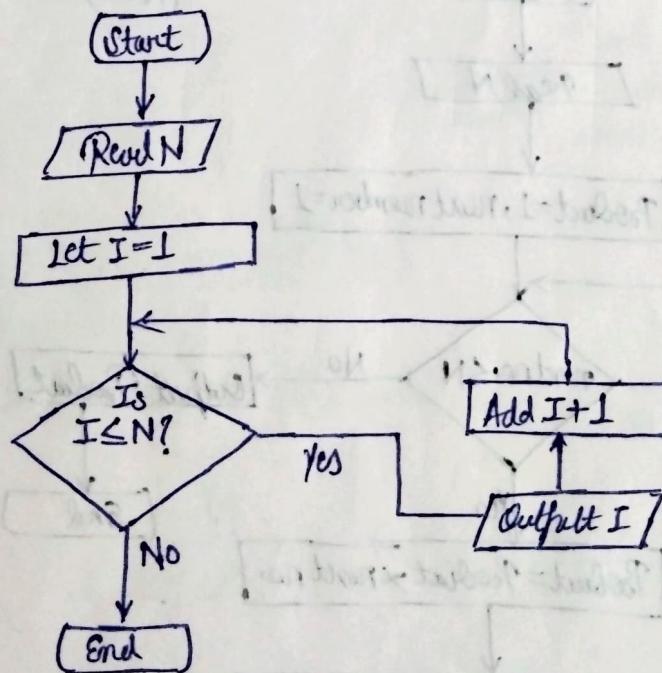
- If valid then print "Yes" otherwise Print "No"



Loops:

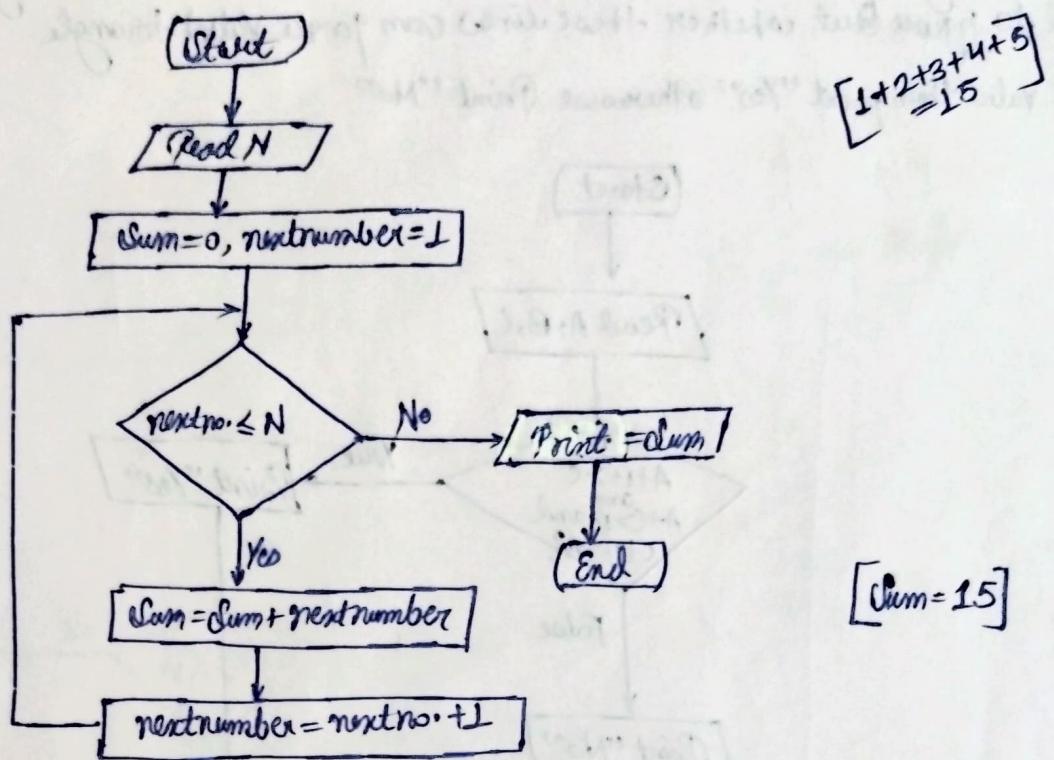
$N=5$

(a) Here we need to execute a lot of instructions multiple times. So we use a loop so that we don't need to do some thing again & again.

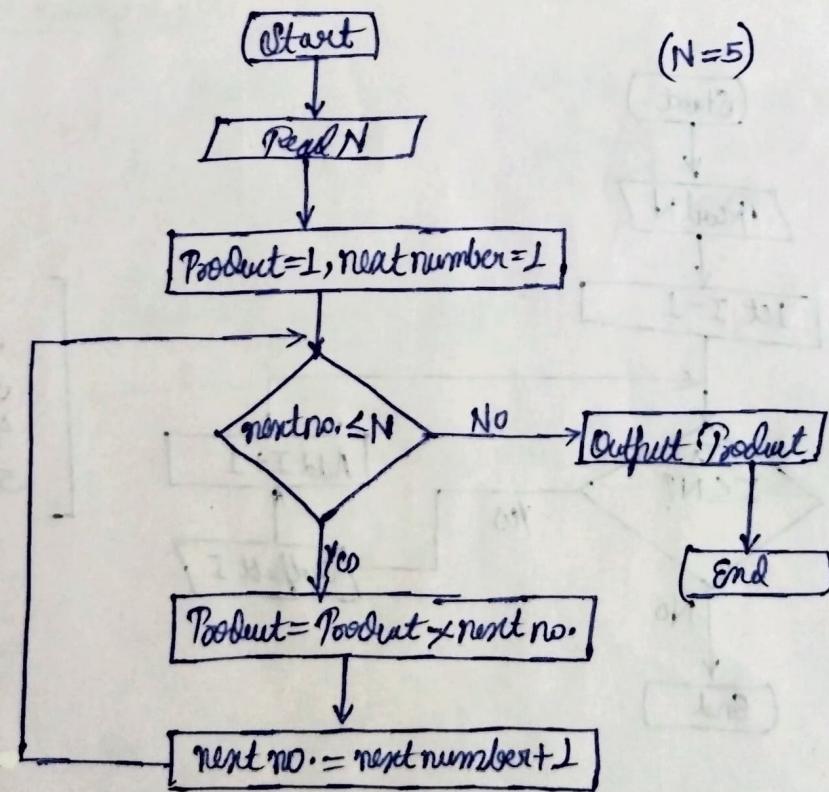


$\begin{bmatrix} 1 \\ 2 \\ 3 \\ 4 \\ 5 \end{bmatrix}$

Q(1) Find sum of Numbers from 1 to N

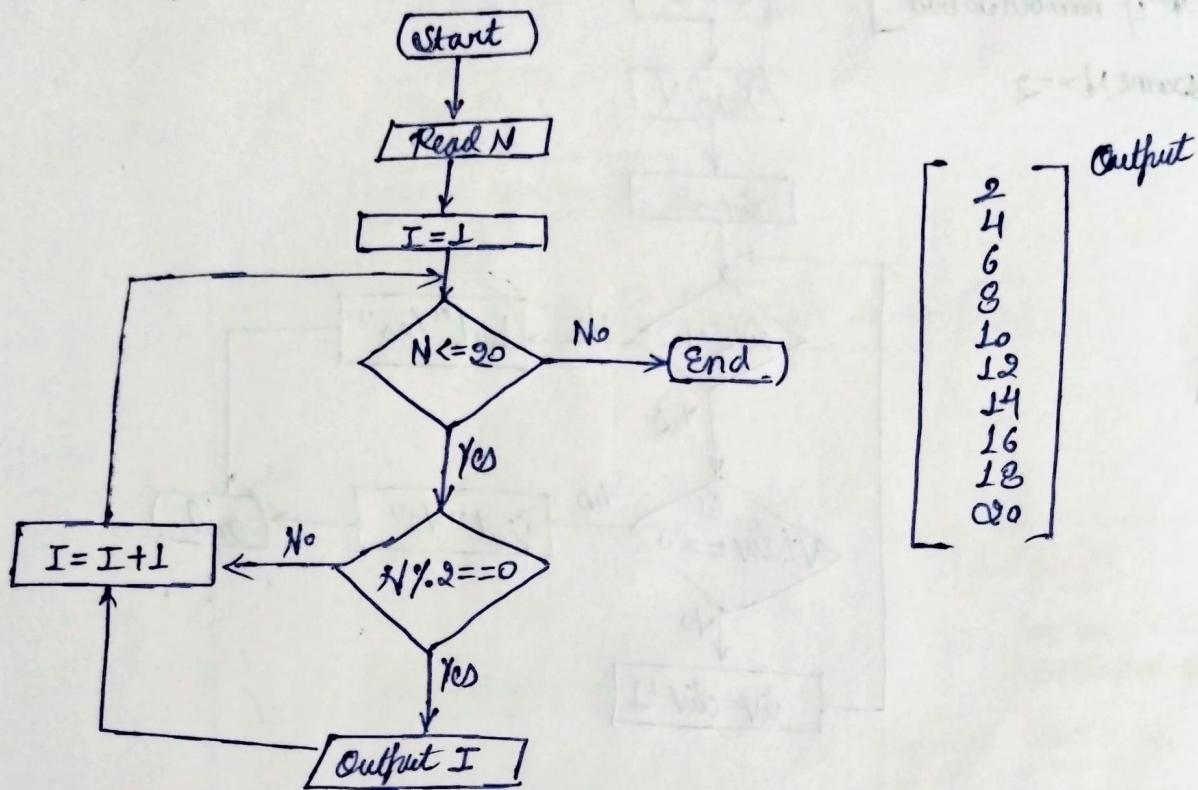


Q(2) You are given a single non-negative integer, N. Calculate and print N!
N! is defined as the product of all integers from 1 to N

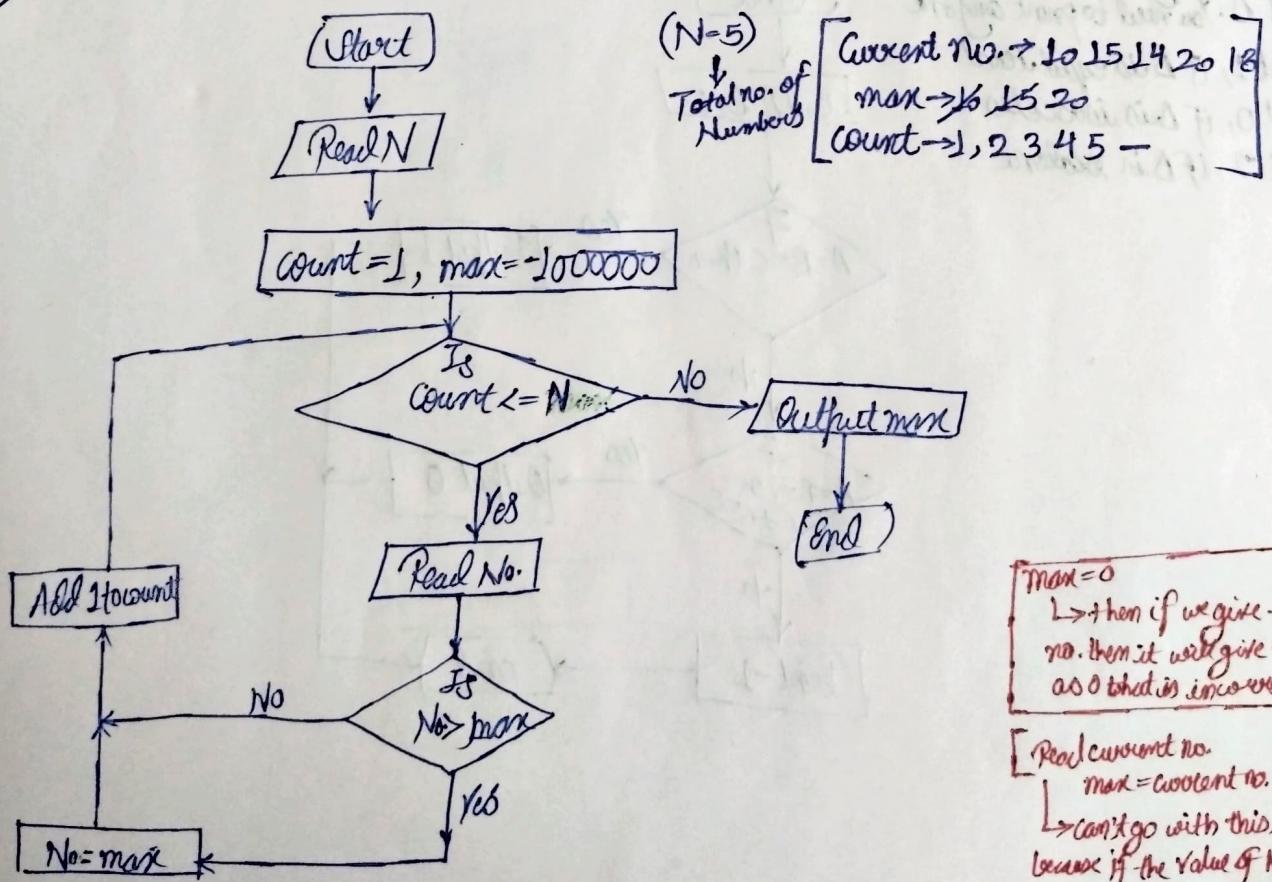


(Q3) Given a +ve integer, N . Then print all even integers that occur b/w 1 to N . (4)

($N=20$)



e.g. largest of N numbers.

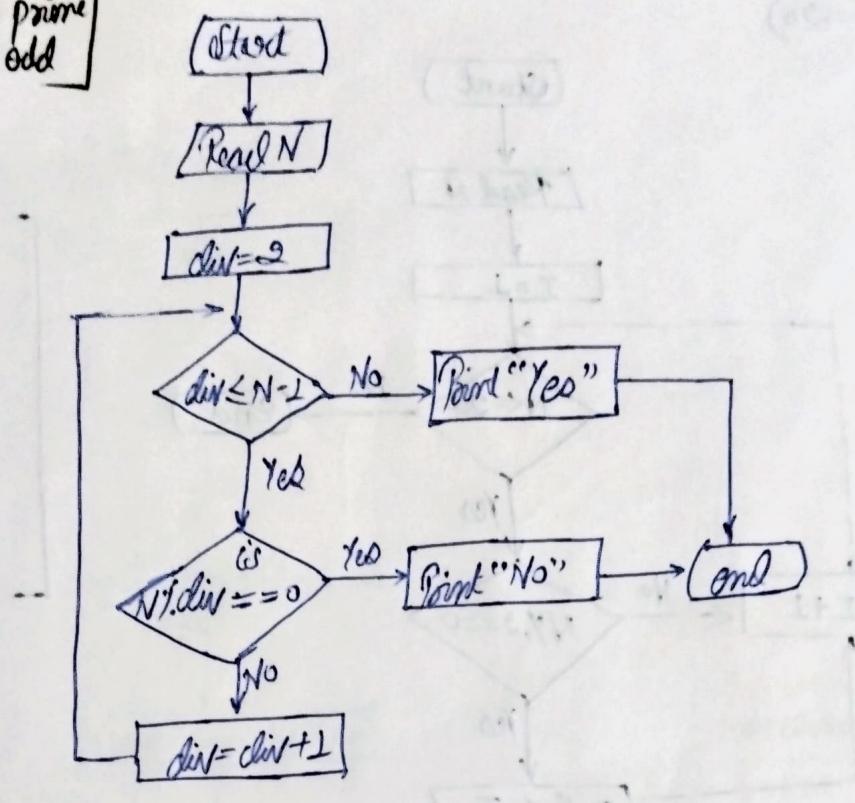


• Check Prime if given a number N.

[Print "Yes" if number is prime
Print "No" if number is odd]

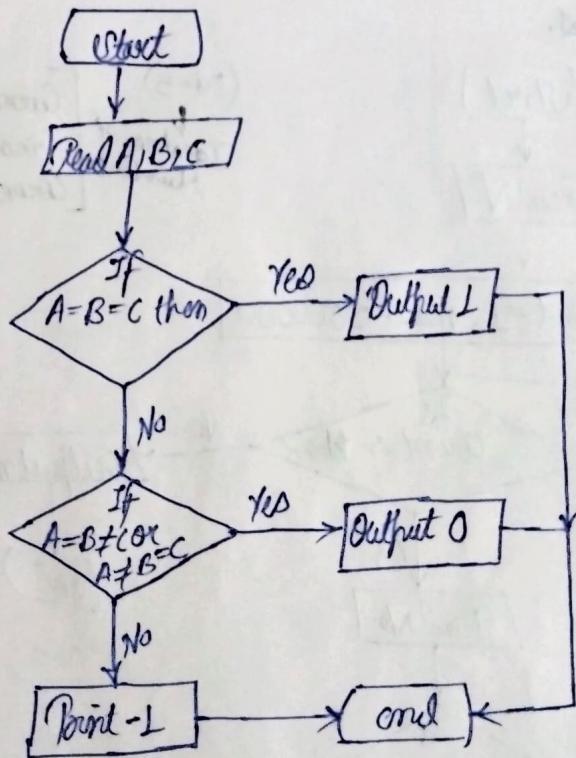
Assume $N \geq 2$

*
 $\text{div} \leq \sqrt{N}/2$
 $\text{div} \leq \sqrt{N}$

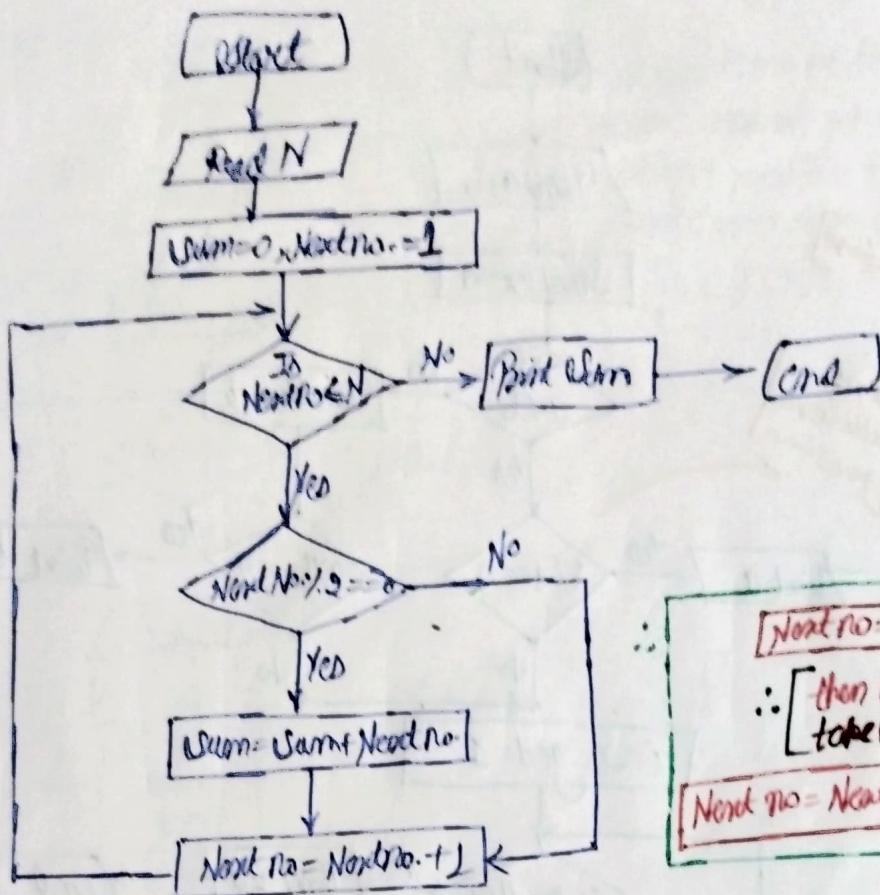


Check Triangle :

Given the lengths of 3 sides of Valid Δ . You need to print anyone
 Print 1, if Δ is equilateral
 Print 0, if Δ is isosceles
 Print -1, if Δ is scalene



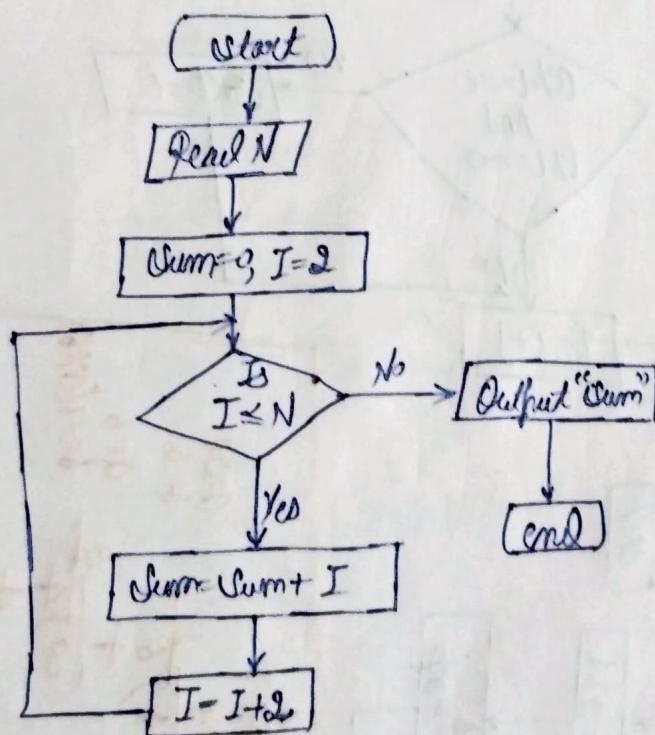
Sum of even:



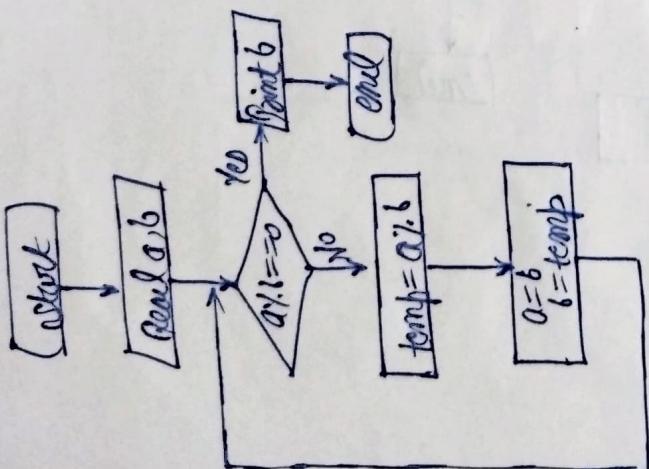
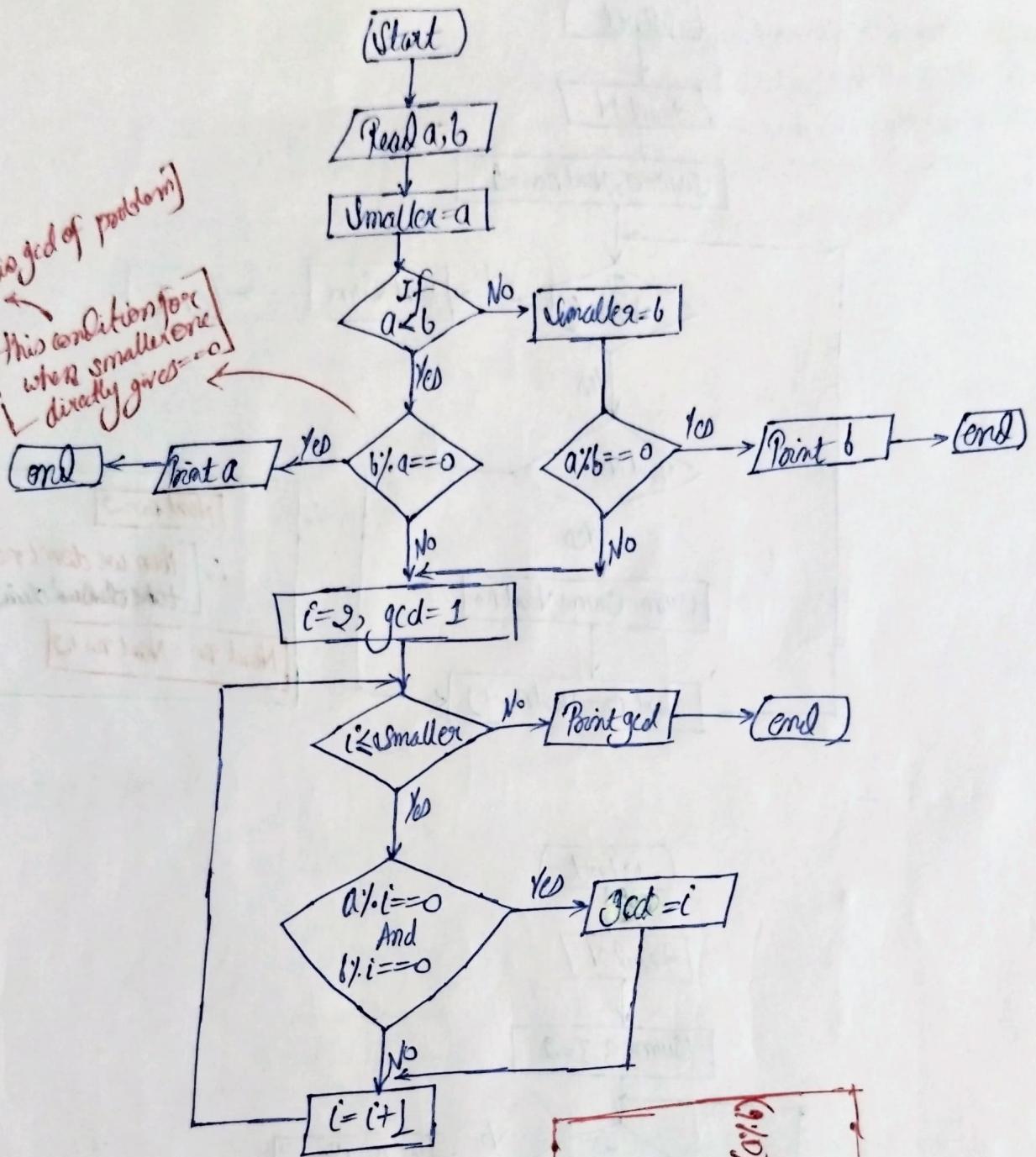
Next no. 2

∴ [then we don't need to take second decision box]

Next no = Next no + 2



Find GCD : (Greatest Common Divisor)



$$[36, 6]$$

$$\begin{array}{r} 4 \\ \overline{)28} \\ 24 \end{array}$$

$$\begin{array}{r} 6 \\ \overline{)4} \\ 4 \end{array}$$

$$\begin{array}{r} 6 \\ \overline{)2} \\ 2 \end{array}$$

$$\begin{array}{r} 6 \\ \overline{)0} \\ 0 \end{array}$$

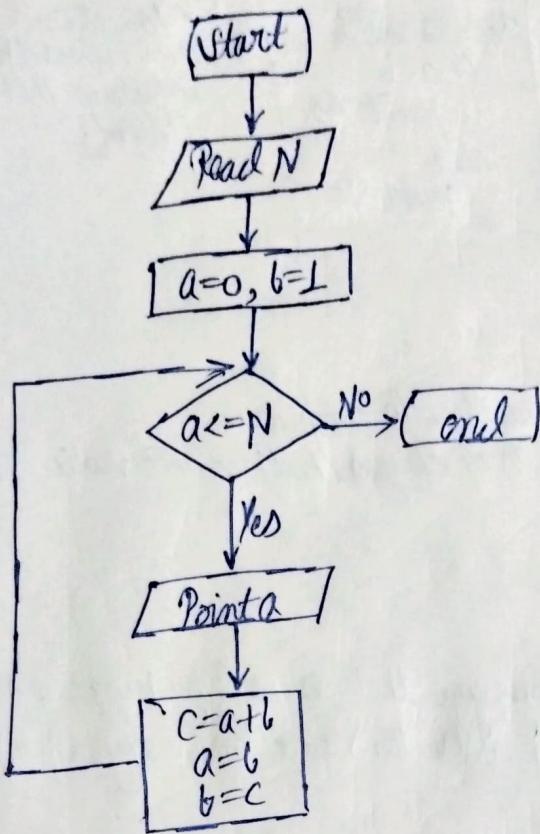
$$b = 6$$

$$q = 6$$

$$b = 4(a/b)$$

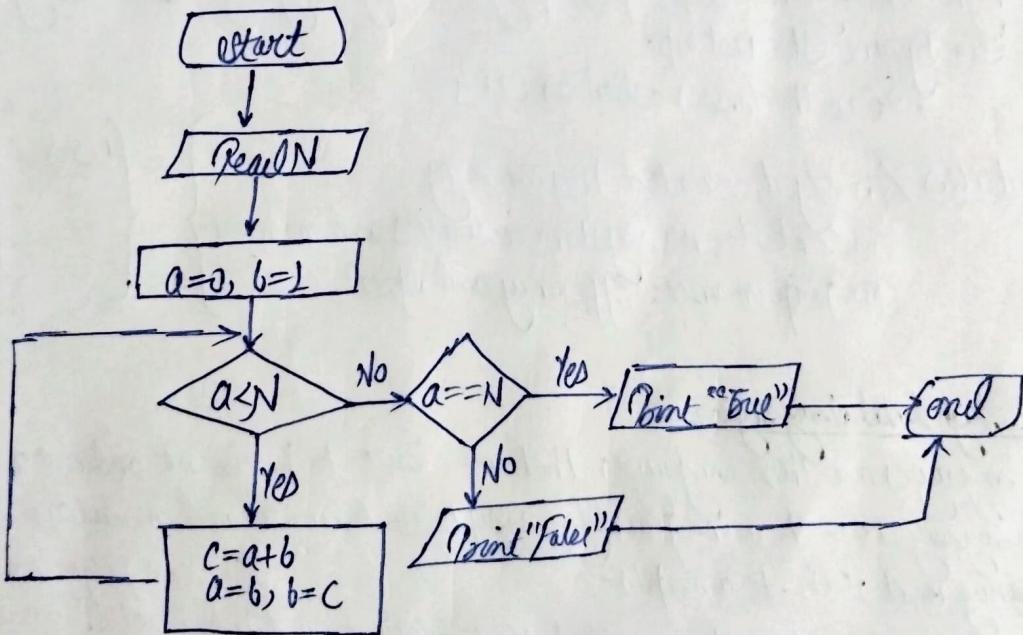
Fibonacci numbers:

⑥



[First two term of Fibonacci sequence is 0,1 and we get the third one by adding previous two numbers and soon, hence for all upcoming no.]
 $[0, 1, 1, 2, 3, 5, 8, 13, 21, \dots]$

Member of Fibonacci :



Pseudocode

It is a way to represent the implementation of an algorithm or logic or any approach.

Ex. Sum of 2 no.

```

read a no., a and b
sum = a + b
print sum
    
```

Both are correct

```

read a
read b
let sum = 0
sum = a + b
print sum
    
```

```

Read a and b
if a < b
    print Yes
else
    print No
    
```

- Pseudocode is a very simple and high-level form of computer language that is used in program design.

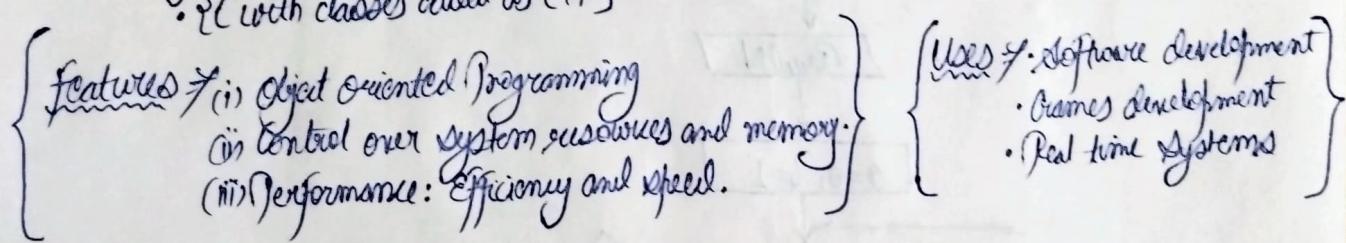
What is Programming language?

- Programming language is a way to communicate with computer.
- It is a formal language which consists of sets of strings that produce various kinds of machine output.
eg C, C++, Java, Python, R, Go etc.
- A programming language is a computer language that is used by programmers (developer) to communicate with computers. It is a set of instructions written in any specific language (C, C++, Java, Python) to perform a specific task.

C++:

C++ is a high-level, general-purpose programming language created by  Danish Computer Scientist Bjarne Stroustrup.

• C with classes called as C++



Low level & High level languages:

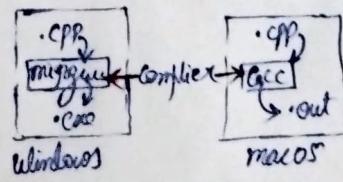
- Low level languages are those languages that are closer to hardware and are more machine oriented.
- High level languages are human-friendly, easy to read, write and maintain. It includes automatic memory management, OOPs etc concepts.

Ex: Low level \Rightarrow Assembly Language & Machine Code
High level \Rightarrow C++, Java, Python.

C++ can perform both low-level and high-level programming.
C++ is a high-level programming language with low-level capabilities.

C++ is platform dependent language.

If someone wants to run a program then first it needs to be compiled before running in process



cde.cpp \leftarrow source file
cde.exe \leftarrow program