# Algorithm, Pseudocode and Flowchart

Md. Aminul Islam Shazid

### **Outline**

- 1 Introduction
- 2 Algorithms
- 3 Flowcharts
- 4 Pseudocode
- **5** Control Structures
- 6 Exercises

**Introduction** 

#### Introduction

- Algorithms, flowcharts, and pseudocode are essential tools for problem-solving
- They provide a bridge between problem analysis and actual programming
- This lecture introduces their concepts, notations, and best practices

# **Algorithms**

# What is an Algorithm?

- A step-by-step procedure to solve a problem
- Unambiguous and finite sequence of instructions
- Example: A recipe for cooking is an algorithm in real life

# **Characteristics of a Good Algorithm**

- Finiteness: must terminate after finite steps
- Definiteness: each step is clearly defined
- Input: specified set of inputs
- Output: specified set of outputs
- Effectiveness: steps can be performed with available resources

# **Examples of Simple Algorithms**

- Finding the maximum of three numbers
- Calculating factorial of a number
- Linear search in an array

# **Example Algorithm: Factorial of a Number**

- Input an integer, n
- Set result = 1
- While n is larger than 1:
  - result = result × i
  - n = n 1
- Output the result

# Flowcharts

# **Definition and Purpose**

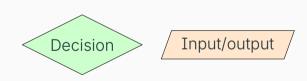
- Flowchart: graphical representation of an algorithm
- Uses standard symbols to show the flow of control
- Helps visualize program logic before coding

## Flowchart Shapes

Start/stop

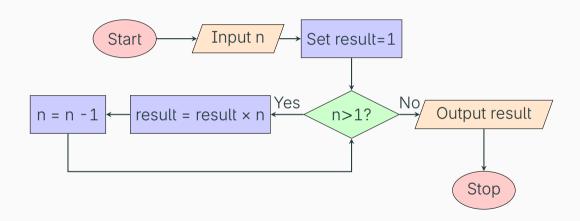
Process

- Start/Stop: ellipse
- **Process**: rectangle
- **Decision**: diamond
- Input/Output: parallelogram
- Sequence: arrow



Sequence

# **Example Flowchart: Factorial of a Number**



# Pseudocode

# **Purpose of Pseudocode**

- Represents algorithms in structured, human-readable code
- Independent of programming language, but may include programming key-words
- Easier to understand and refine before coding

#### Conventions

- Indentation to show structure
- Keywords like IF, WHILE, FOR
- Use natural language mixed with structured logic

# **Example pseudocode: Factorial of a Number**

```
Input n
Set result = 1
While n>1:
    result = result * n
    n = n - 1
EndWhile
Output result
```

**Control Structures** 

### Sequence

- Default mode of execution: step by step
- Example: Read number, calculate square, print result

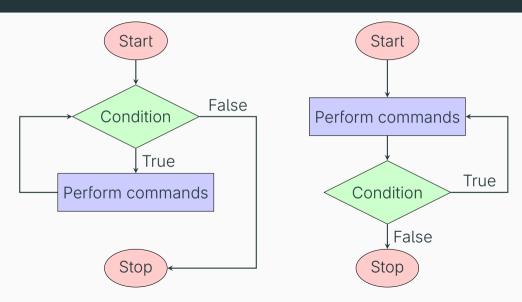
#### Selection

- IF: execute a block if condition is true
- **IF-ELSE**: choose between two alternatives
- ELSE IF ladder: multiple conditions

#### **Iteration**

- FOR loop fixed number of iterations
- WHILE loop repeat while condition is true
- **DO-WHILE loop** run at least once, then repeat if condition holds

### While vs Do-While



#### **Break and Continue**

- **BREAK**: exit the nearest loop immediately (exit in Fortran)
- CONTINUE: skip rest of current iteration, proceed to next (cycle in Fortran)

#### Recursion

- Function calling itself to solve smaller subproblems
- Example: factorial, Fibonacci
- Must have a base case to terminate

# Recursion Example: Factorial of a Number

```
Function Factorial(n):
    If (n==0):
        Return 1
    Else:
        Return n * Factorial(n-1)
    EndIf
EndFunction
```

#### **Best Practices**

- Keep flowcharts clean and uncluttered
- Use consistent symbols and indentation
- Pseudocode should be language-independent
- Algorithms should be logically ordered and unambiguous

#### **Common Pitfalls**

- Overcomplicating flowcharts with too many details
- Ambiguous pseudocode (mixing multiple languages)
- Ignoring edge cases in algorithms
- Writing unstructured logic

# **Putting It All Together**

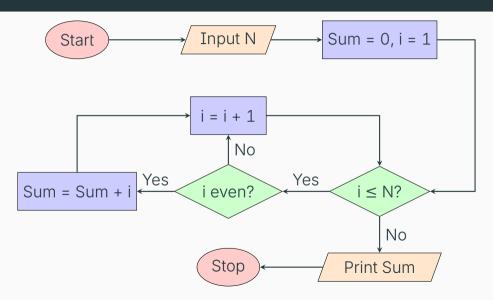
#### **Example task**

Compute the sum of all even numbers from 1 to N

# Algorithm

- Read n
- 2 Set sum = 0, i = 1
- **3** While i <= n:
  - If i is even, add i to Sum, else do nothing
  - Add 1 to i
- 4 Print sum.

### **Flowchart**



#### **Pseudocode**

```
Input n
sum = 0
i = 1
While (i <= n):
    If (i is even):
        sum = sum + i
    EndIf
    i = i + 1
EndWhile
Output sum
```

**Exercises** 

#### **Exercises**

- Design a algorithm and flow chart to find the largest of the three numbers
- 2 Develop pseudocode for computing the sum of the digits of a given integer
- Write an algorithm and pseudocode to check whether a number is prime

# **Questions?**