Lab 1a

P1 -> Min of 3 numbers

```
{
        @first: int;
        @second: int;
        @third: int;
        @smallest: int;

        >>first;
        >>second;
        >>third;

        if first <= second && first <= third {
                smallest = first;
        } else if second <= first && second <= third {
                smallest = second;
        } else {
                smallest = third;
        }
        <<smallest;
}
```

P1err -> Min of 3 numbers

```
{
	@@first: int;
	@second: int;
	@third: int;
	@smallest: int;

	>>first;
	>>second;
	>>third;

	if (first <= second && first <= third) {
		smallest = first;
	} else if second <= first && second <= third {
		smallest = second;
	} else {
		smallest = third;
	}
	<<smallest;
}
```

P2 -> Number is prime

```
{
        @number: int;
        @isPrime: int;
        @index: int;
        >>number;
        isPrime = 1;
        index = 2;

        while  index <= number / 2 && isPrime == 1 {
                if  number % index == 0 {
                        isPrime = 0;
                }
                index = + index 1;
        }

        if isPrime == 1 {
                <<"Number is prime!";
        } else {
                <<"Number is not prime!";
        }
}
```

P3 -> Compute the sum of n numbers

```
{
    @size: int;
    >>size;
    @numbers: int[size];
    @sum: int;
    sum = 0;

    @index: int;
    index = 0;
    while index < size {
        >>numbers[index];
        index = + index 1;
    }

    index = 0;
    while index < size {
        sum = + sum numbers[index];
        index = + index 1;
    }
    <<sum;
}
```