



# Computational Thinking?

## Session-2





# Were you able to finish pre-class work for Computational Thinking?

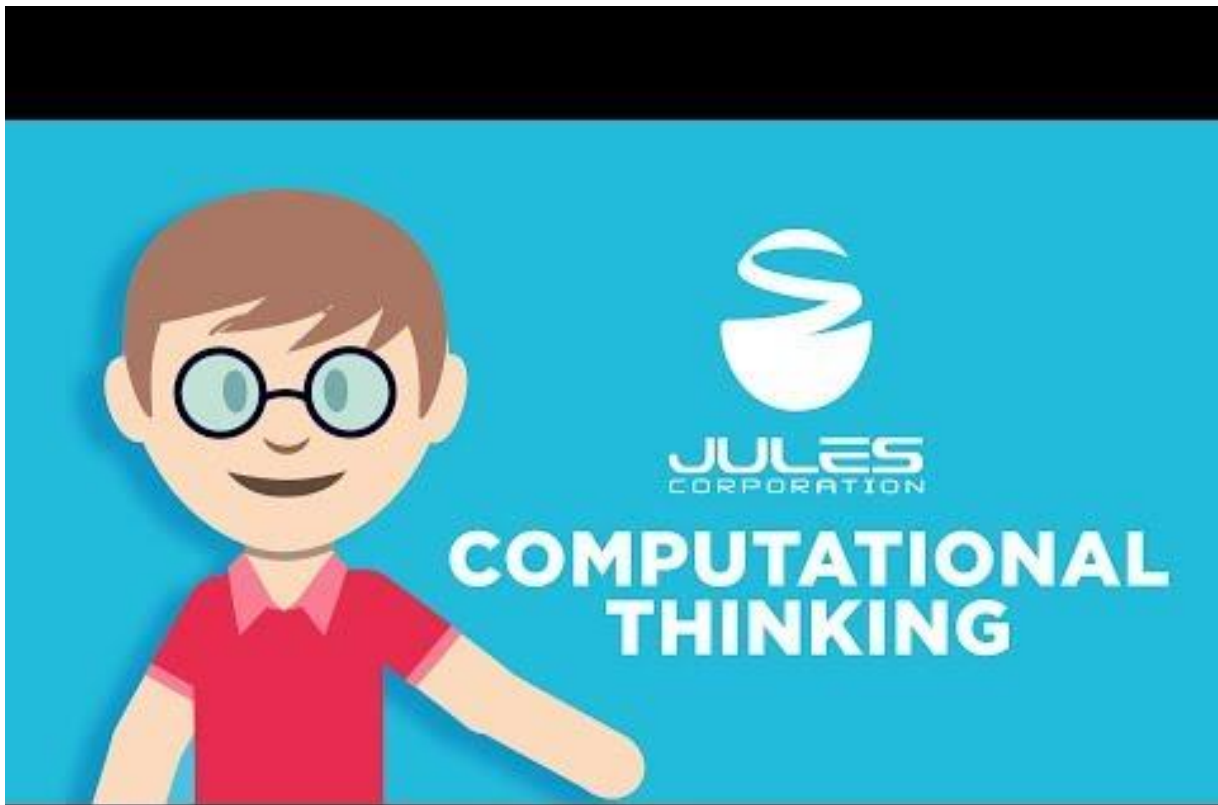


Students choose an option

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# Recap Time



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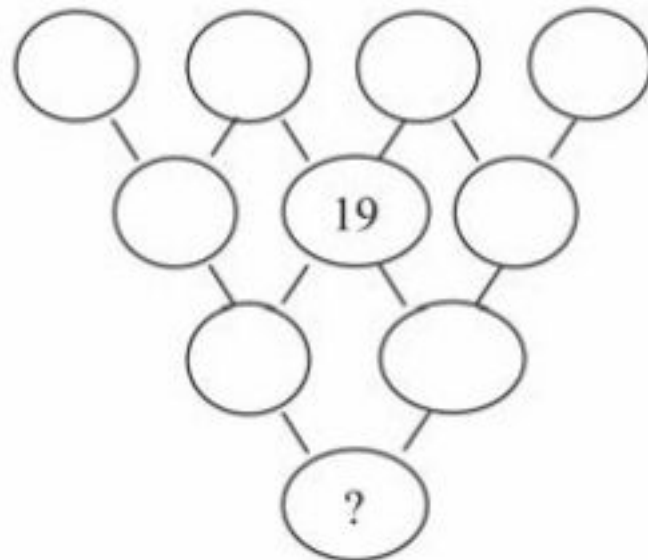
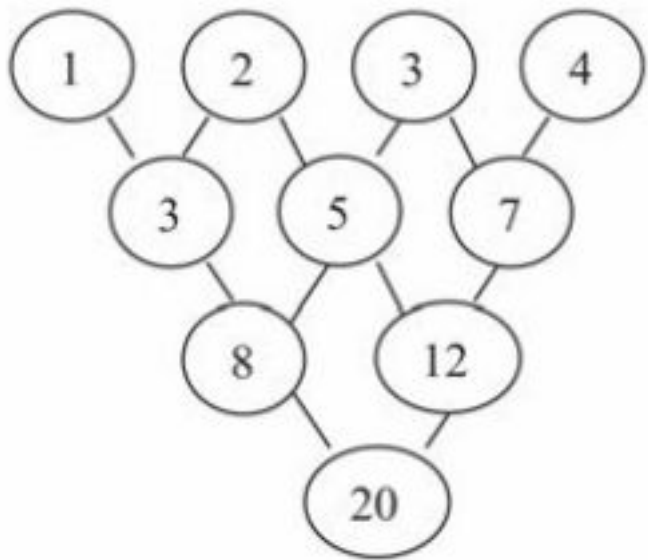
Students browse: [www.youtube.com/embed/mUXo-S7gzds?cc\\_load\\_policy=1&cc\\_lang\\_pref=tr](https://www.youtube.com/embed/mUXo-S7gzds?cc_load_policy=1&cc_lang_pref=tr)

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# Find the “?”



# Table of Contents



- ▶ Algorithm
- ▶ **Pseudocode**
- ▶ Flowchart



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# Algorithm

# Review



## Algorithm

- ▶ Step by step
- ▶ Clearly defined
- ▶ One simple job at a time
- ▶ Instruct computer what to do





# Example: Let's brew a tea

- START
- Fetch a tea cup
- Add 300 ml of water to the kettle
- Boil the water until the kettle switches itself off
- Place a new tea bag into the bottom of the cup
- Pour 200 ml of boiling water from the kettle, into the cup
- Leave the tea bag to stew for 10 seconds
- Use a metal spoon to stir the tea bag for 3 seconds
- Using the spoon, remove the tea bag from the cup
- Dispose of the tea bag
- END





# Example

- ▶ This example describes the route  
a person will take to leave the house  
and  
go to work  
and  
what they will do first when entering the workplace.

# Example



- ▶ Get out of home
- ▶ Walk to the bus stop
- ▶ Wait for the bus at the stop in the direction you are going
- ▶ Get on the bus when your bus arrives
- ▶ Put your ticket in the ticket box
- ▶ Walk back when you're close to where you're landing
- ▶ Press the warning light indicating that you will descend
- ▶ Get off when the bus stops
- ▶ Walk to your workplace
- ▶ Enter through the entrance door of the workplace
- ▶ Say hello to your coworkers
- ▶ Wear work clothes
- ▶ Start your job



# 1 Pseudocode

# Pseudocode



Let's discuss and try to predict what does pseudocode mean!



Students, write your response!



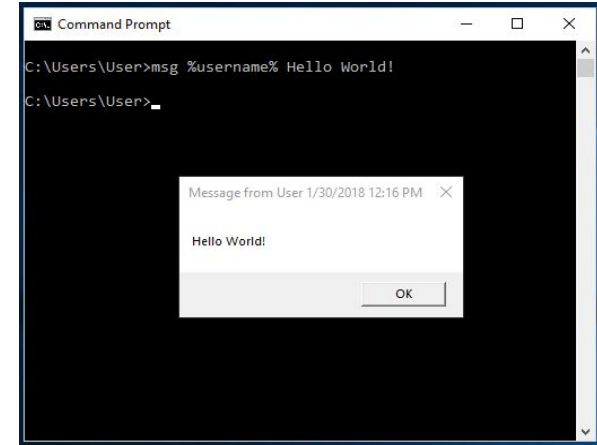
# ► Pseudocode

- Pseudocodes are one of two popular ways to represent an algorithm.
- Pseudocode is an informal way of representing a computer program or an algorithm.
- It looks like a programming language though, it should be written in a programming language for it to be executed. It's language-agnostic.
- Writing pseudocode is basically writing what you want your program to do in English.
- Aims to mimic the general style of a programming language

# Pseudocode



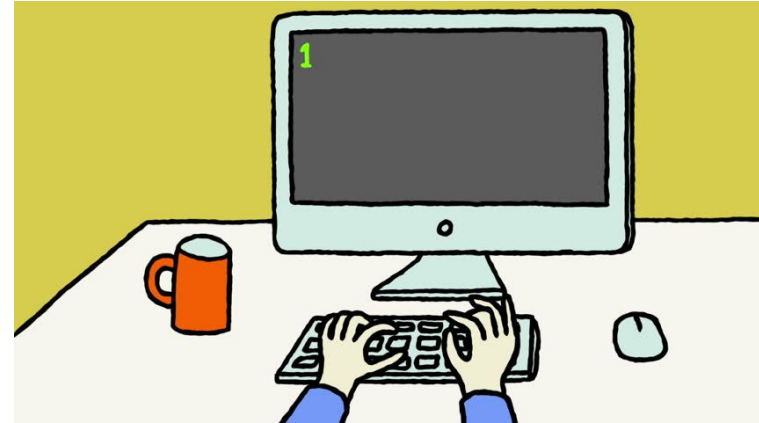
```
OUTPUT 'What is your name?'
INPUT user inputs their name
STORE the user's input in the name variable
OUTPUT 'Hello' + name
OUTPUT 'How old are you?'
INPUT user inputs their age
STORE the user's input in the age variable
IF age >= 70 THEN
    OUTPUT 'You are aged to perfection!'
ELSE
    OUTPUT 'You are a spring chicken!'
```



# Pseudocode



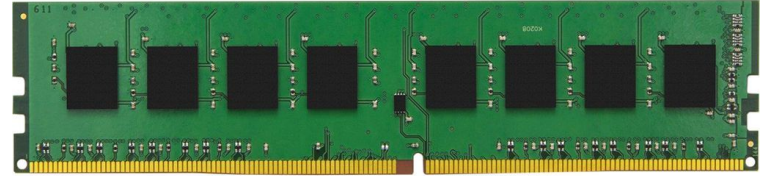
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OUTPUT 'What is your name?'  
INPUT user inputs their name  
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OUTPUT 'Hello' + name  
OUTPUT 'How old are you?'  
INPUT user inputs their age  
STORE the user's input in the age variable  
IF age >= 70 THEN  
    OUTPUT 'You are aged to perfection!'  
ELSE  
    OUTPUT 'You are a spring chicken!'
```



# Pseudocode



```
OUTPUT 'What is your name?'
INPUT user inputs their name
STORE the user's input in the name variable
OUTPUT 'Hello' + name
OUTPUT 'How old are you?'
INPUT user inputs their age
STORE the user's input in the age variable
IF age >= 70 THEN
    OUTPUT 'You are aged to perfection!'
ELSE
    OUTPUT 'You are a spring chicken!'
```







# Keyword

There are these keywords that are widely used, you can use your own keywords, but these are the most frequently used amongst other computer programmers and should not be used as variable names.

`START, BEGIN:` This is the start of your pseudocode.

`INPUT:` This is data retrieved from the user through the input device.

`READ, GET:` This is used when reading data from a data file.

`PRINT, DISPLAY, SHOW, OUTPUT:` This will show your output to a screen.

`COMPUTE, CALCULATE:` To calculate the result of the expression.

`SET, INIT:` To initialize values

`INCREMENT, BUMP:` To increase the value of a variable

`DECREMENT:` To reduce the value of a variable

`END:` This is the end of your pseudocode



# Variable

Variable is a symbolic name associated with a value and whose associated value may be changed.

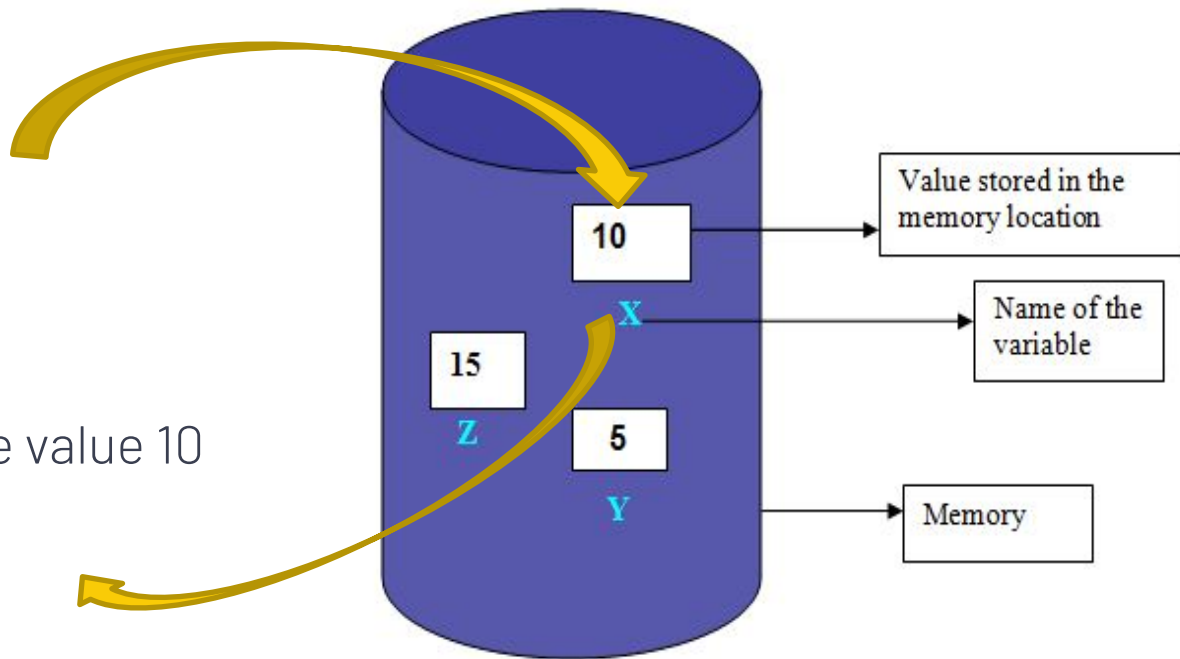
$X = 10$

"X" is variable name

10 is variable value

X=10 meaning is X's variable value 10

print x





# Arithmetic Operators

OPERATOR	MEANING
+	Addition
-	Subtraction
*	Multiplication
/	Division
%	Modulo Division

!

In addition to these, there may be other arithmetic operators specific to the programming language you are using.



# Example

A pseudocode that outputs the sum of two numbers.

START

PRINT "enter first number"

INPUT number1

PRINT "enter second number"

INPUT number2

sum=number1+number2

PRINT sum

END



# Example

START

PRINT "enter first number"

INPUT number1

PRINT "enter second number"

INPUT number2

sum=number1+number2

PRINT sum

END

Short  
form

START

INPUT "enter first number",number1  
INPUT "enter second number",number2  
sum=number1+number2

PRINT sum

END

START

INPUT number1 ,number2  
sum=number1+number2

PRINT sum

END

Shorter  
form



# Question

Let's write a pseudocode for calculating Mary's wage.

**Inputs :** hours and rate

**Output:** pay



Students, write your response!

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# Question

Let's write a pseudocode for calculating Mary's wage.

Inputs : hours and rate

Output: pay

START

INPUT hours, rate

pay=hours \* rate

OUTPUT pay

END



# Decision / Condition

A decision structure is a construct in a computer program that allows the program to make a decision and change its behavior based on that decision.

- ▶ IF
- ▶ IF... ELSE...
- ▶ IF...ELSE IF...ELSE





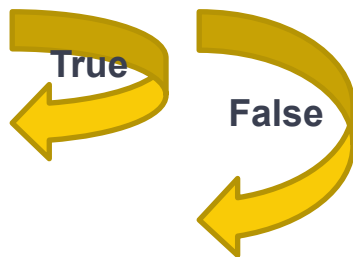
# IF...

This keyword is used if a certain condition has to be met for the upcoming block to be executed.

If condition

[ Then ] [ statements ]

End If



each condition has  
two possibility

True / False

As you can see we also use indentation in order to declare that “smile” is being executed **inside** the if statement above it.



# IF...

For example:

IF you are happy

Then smile

ENDIF



# Comparison Operators

## Comparison Operators

Operator	Meaning
<b>==</b>	Equal to
<b>!=</b>	Not equal to
<b>&gt;</b>	Greater than
<b>&lt;</b>	Less than
<b>&gt;=</b>	Greater than or equal to
<b>&lt;=</b>	Less than or equal to

!

In addition to these, there may be other arithmetic operators specific to the programming language you are using.



# Comparison Operators

Operators	Meaning	Example	Result
<	Less than	$5 < 2$	False
>	Greater than	$5 > 2$	True
<=	Less than or equal to	$5 <= 2$	False
>=	Greater than or equal to	$5 >= 2$	True
==	Equal to	$5 == 2$	False
!=	Not equal to	$5 != 2$	True



# Comparison Operators

## Condition is True

```
number = 10  
if number > 0:  
    # code  
  
# code after if
```

## Condition is False

```
number = -5  
if number > 0:  
    # code  
  
# code after if
```



# IF...ELSE...

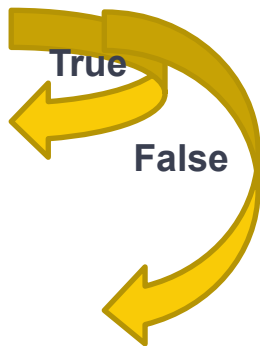
If condition Then

[ statements ]

Else

[ else statements ]

End If





# IF...ELSE...

IF you are tired

Then rest

ELSE

Keep working

END IF



# IF... ELSE IF..... ELSE

If condition

[ Then ] [ statements ]

Elseif elseifcondition

[ Then ] [ elseifstatements ] ]

Elseif elseifcondition

▪

▪

▪

Else

[ elseifstatements ] ]

End If





# IF... ELSE IF... ELSE

IF you are tired

Then rest

ELSE IF you are stressed

Then relax

ELSE

Keep working

END IF



# IF... ELSE IF... ELSE

IF you are tired

Then rest

ELSE IF you are stressed

Then relax

ELSE

Keep working

END IF



# IF... ELSE IF... ELSE

IF you are happy

smile

ELSE IF you are angry

Calm down

ELSE

try to be happy

ENDIF



# Exercise

Write a pseudocode that takes a number as an input and prints true if it is greater than 10 and false otherwise.





# Exercise

START

INPUT num

IF num > 10

    print "true"

ELSE

    print "false"

END



# Exercise

Let's write a pseudocode for calculating Mary's wage.

**Inputs :** hours and rate

**Output:** pay



Students, write your response!

REINVENT YOURSELF



# Exercise

START

INPUT hours,rate

IF hours < 40

$\text{pay} = \text{rate} * 40$

ELSE

$\text{pay} = 40 * \text{rate} + (\text{hours} - 40) * \text{rate} * 1.5$

PRINT pay

END



# Exercise

Takes a number and show is the number positive, negative or neutral?







# Exercise

START

Input number

IF number>0

    print 'positive'

ELSE IF number<0

    print 'negative'

ELSE

    print 'neutral'

END



# Exercise

Find the largest of the 3 entered numbers.





# Exercise

START

INPUT a,b,c

big=a

IF b>big

    big=b

IF c>big

    big=c

print big

END



# Logical Operators

Operator	Meaning	Example	Result
<b>&amp;&amp;</b>	Logical and	$(5 < 2) \&\& (5 > 3)$	False
<b>  </b>	Logical or	$(5 < 2)    (5 > 3)$	True
<b>!</b>	Logical not	$!(5 < 2)$	True



# Exercise

Find out whether the student is successful or unsuccessful according to the grade entered.





# Exercise

START

INPUT “enter student grade”, grade

IF grade  $\geq 0$  and grade  $< 50$

    PRINT “unsuccessful”

ELSE IF grade  $\geq 50$  and grade  $\leq 100$

    PRINT “successful”

ELSE

    PRINT “incorrect entry”

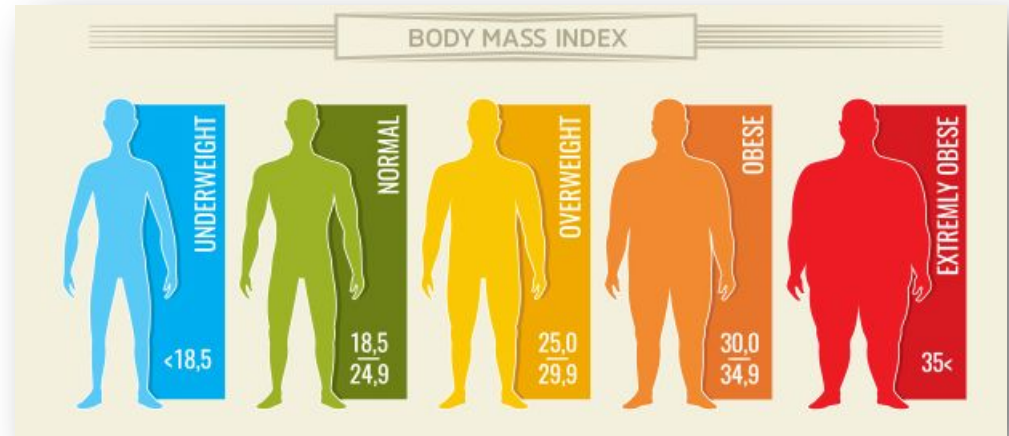
END



# Assignment

Write a pseudocode that finds the classification of body mass index by taking the person's height and weight values.

$$\text{Body Mass Index} = \frac{\text{Weight (in kg)}}{\text{Height}^2 \text{ (in m)}}$$





# Assignment



Calculate the shipping fee according to the information given in the table

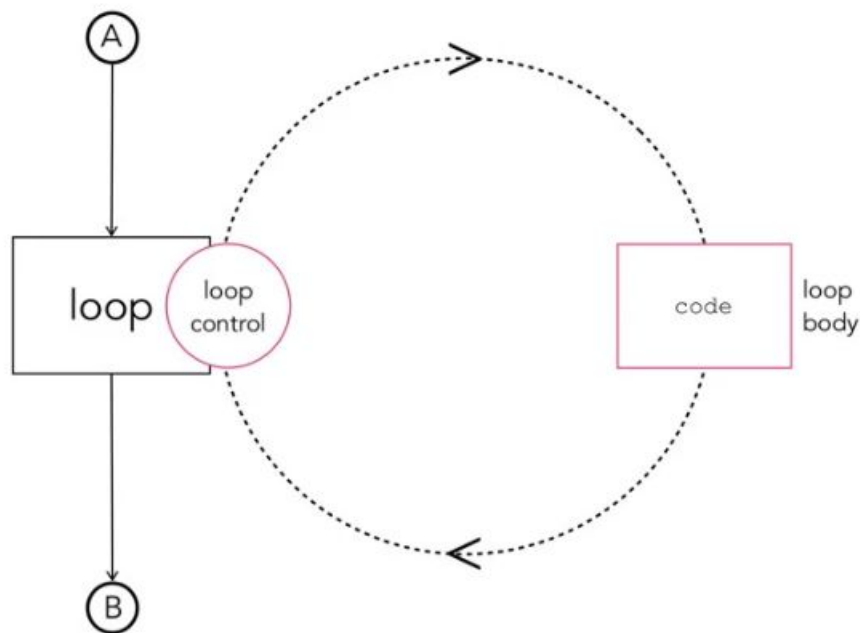
distance	price multiplier by distance
0-500	50
500-1000	100
1000+	500





# LOOPS

A loop is a sequence of instructions that is continually repeated until a certain condition is reached.





# ▶ FOR structure

For loop runs for each element inside a group.

For example:

```
FOR every day of the week
```

```
    Count;
```

```
ENDFOR
```



# FOR structure

For loop runs for each element inside a group.

For example:

For every 25 minutes of study

Earn one Pomodoro;

endfor





# ▶ WHILE Structure

While is similar to the for loop, differently it runs the loop until the condition provided is **unsatisfied**.

Example:

```
Apples = 5
```

```
Oranges = 10
```

```
While apples < oranges
```

```
    increase apples;
```

```
endwhile
```



# Let's wash the dishes

Let's wash the dishes. Think that we have all the tools etc.



# Let's wash the dishes



gather the dirty dishes

IF you have a dishwasher around you

    put the dirty dishes inside the dishwasher

    set the settings of the dishwasher

    WHILE the time set is not over

        wait

ELSE

    WHILE dishes are not clean

        take one of the dishes

        wash it with your hand

        dry it and put it aside





# THANKS!

**Any questions?**

