

The Pocket IGCSE Pseudocode to Python **Reference Guide**

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Third Revision

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Note 1

For my classmates and fellow G1/G2 Computer Science Students, I **EXPECT** you to have read this document prior to reading the next few pages. **PLEASE DO NOT** ask me questions that have information contained in any of these notes. I will refuse to answer your questions until you have clearly read every page of this document.

I **EXPECT** you to know that this document is just a simple side-by-side comparison/reference as to the differences between IGCSE Pseudocode and Python. I **EXPECT** you to know that this is **NOT COMPREHENSIVE!** This **does not cover and does not intend to teach HOW** to program in pseudocode! I will be releasing a guide as to how to program in Pseudocode when the time comes. *If the guide is already out, please head to <https://ezntek.com/revision> to find it.*

Note 2

All values in angle brackets, like so:

```
<variable name>  
<type>  
<value>
```

represent *meta-variables* or *meta-values*, which should wholly, i.e. including the beginning angle bracket, <, to the ending angle bracket, >, be replaced with an actual value that is described within the brackets.

In layman's terms, everything between <> should be replaced with what it *says* inside. You should not write the <> either.

Note 3

If there is an item that leaks onto a new line, such as,

```
FOR <counter> ← <begin> TO <end> STEP  
  <step>  
  <statement>...  
NEXT <counter>
```

Count it as if it were equal to:

```
FOR <counter> ← <begin> TO <end> STEP <step>  
  <statement>...  
NEXT <counter>
```

Note 4

Some key definitions will be made:

Term	Meaning
Expression	Any variable name or value, function calls, or arithmetic expressions, enclosed or not enclosed in brackets . It will be shortened to expr when necessary.
Identifier	A variable name . It will be shortened to ident when necessary.
Operator	a symbol that does something, such as math. They include symbols such as * + - / etc.
...	Represents repetition, i.e. repeated statements. If there is a comma, such as <code><statement>, ...</code> That implies that there can either be one statement <code><statement></code> , or many statements separated by a comma, such as <code><statement>, <statement>, <statement></code>

Note 5

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Note 6

This is the **second revision** of the guide. If you have earlier revisions, view the changelog:

1. **Initial version.**
2. **Fixed syntax highlighting** added consistency in the *Functions* section, and added this note.
3. Added a License

Reference Guide

Item	IGCSE Pseudocode	Python
<u>Comment</u> <i>Used to annotate code.</i>	<pre>// This is a comment. // To comment, simply put two // slashes (//) in front of your text.</pre>	<pre># This is a comment. # To comment, simply put one # hashtag (#) in front of your # text.</pre>
<u>Values</u> <i>Also known as Literals, they represent values.</i>	<pre>// These are all INTEGER's, or whole // numbers 42 -2043 // These are all REAL's, or decimal // numbers 3.14159 2.718282 56.52 // These are STRING's, or "text" // (enclosed in only "): "Good morning, user!" "Thomas" "Jason Lee" // These are BOOLEAN's, either TRUE or FALSE TRUE FALSE // These are CHAR's, or singular // characters (enclosed only in '): 'c' 'F' 'b'</pre>	<pre># These are all int's, or whole # numbers 42 -2043 # these are all float's, or decimal # numbers 3.14159 2.718282 56.52 # These are str's, or "text" # (enclosed in both " and ') "Good morning, user!" 'Thomas' 'Jason Lee' # These are bool's, either TRUE or FALSE True False # there is no CHAR in Python, just use a str.</pre>
<u>Declaring a variable</u> <i>This is to make it clear to the computer that the variable exists.</i> <i>This is not necessary in Python.</i>	<pre>DECLARE <variable name>: <type> // e.g. DECLARE Name: STRING DECLARE TotalScore: INTEGER // or, DECLARE Name:STRING DECLARE TotalScore:INTEGER</pre>	<pre><variable name>: <type> # e.g. name: str total_score: int</pre>

<u>Assignment</u> <i>This is used to give a value to a previously declared variable.</i>	<pre><variable name> ← <expression> // NOTE: you may write it like <- in // your computer. // e.g. Name ← "Thomas" TotalScore ← 84 Name ← FirstName</pre>	<pre><variable name> = <expression> # e.g. name = "Thomas" total_score = 84 name = first_name</pre>
<u>Input and Output</u> <i>This is used to give users feedback and receive input.</i>	<pre>OUTPUT <expression> OUTPUT <expression>, ... // Print however many things you // require. INPUT <expression> // e.g. OUTPUT "What is your name" OUTPUT "Welcome", Name OUTPUT "What is your Social Security Number?" INPUT SocialSecurityNumber OUTPUT "What is your ID?" INPUT ID</pre>	<pre>print(<expression>) print(<expression>, ...) # Print however many things you # require. <variable name> = input(<prompt>) # e.g. print("What is your name") print("Welcome", name) # Note that if you need to input # something into an integer, you must # wrap input in int, or separate them # like so: social_security_number = int(input()) id = input("What is your ID?") id = int(id)</pre>
<u>Arithmetic (expression)</u> <i>This is to do math.</i>	<pre><expr> <operator> <expr> // e.g. 2 + 5 (3 * X) + 1 // you can combine it with an // assignment, like so: NextTerm ← X + 1</pre>	<pre><expr> <operator> <expr> # e.g. 2 + 5 (3 * x) + 1 # you can combine it with an # assignment, like so: next_term = x + 1</pre>
<u>Arithmetic Assignments</u> <i>This is to perform a math operation on the variable itself, including incrementing a variable, etc.</i>	<pre>// They DO NOT exist in pseudocode, // but may be substituted with: <ident> ← <ident> <operator> <expr> // e.g. Age ← Age + 1 Temperature ← Temperature - 5</pre>	<pre><ident> <operator>= <expr> # e.g. age += 1 temperature -= 5</pre>

<u>Comparison Operators</u> <i>This is to check the relation between two values, such as equality, greater or less than, not equal to, etc.</i>	<pre>// Equality Age = 18 // Greater than, less than Age > 18 Age < 18 // Greater than or equal to, less than or equal to Age >= 18 Age <= 18 // Not equal to Age <> 18</pre>	<pre># Equality age == 18 # Greater than, less than age > 18 age < 18 # Greater than or equal to, less than or equal to age >= 18 age <= 18 # Not equal to age != 18</pre>
<u>Boolean Expressions</u> <i>This is akin to logic gates; it is to process one or two boolean values and evaluate it to True or False depending on the operator.</i>	<pre>// is one condition TRUE AND the other one true? ConditionOne AND ConditionTwo // is one condition TRUE OR the other one true? ConditionOne OR ConditionTwo // is the condition NOT true? NOT Condition</pre>	<pre># is one condition TRUE AND the other one true? condition_one and condition_two # is one condition TRUE OR the other one true? condition_one or condition_two # is the condition NOT true? not condition</pre>
<u>Conditional Branching (if)</u> <i>This is to make a decision, a choice, to ask a question, whichever interpretation pleases you.</i>	<pre>// either: IF <condition> THEN // PRESS SPACE TWICE! <code> // PRESS SPACE TWICE! ELSE <code> // PRESS SPACE TWICE! ENDIF // or: IF <condition> THEN <code> ENDIF // e.g. IF Age > 18 THEN OUTPUT "you can drink!" ELSE OUTPUT "you cannot drink..." ENDIF</pre>	<pre>if <condition>: <code> # PRESS SPACE 4 TIMES! else: <code> # or if <condition>: <code> # e.g. if age > 18: print("you can drink!") else: print("you cannot drink...")</pre>

<p><u>Chained conditional branching (if-else if-else)</u> <i>This is to ask multiple questions in a row.</i></p> <p>Note that in pseudocode, you must follow this indentation exactly, i.e. <i>THEN</i> must be on a new line and indented by 2 spaces, and the code block by 4, <i>ELSE</i> by none, and the code block that follows by 2.</p> <p>ALL OTHER CODE BLOCKS ARE INDENTED BY 4 SPACES.</p>	<pre>// This does not exist in pseudocode, // but can be emulated in the following // way: IF <condition> THEN <code> ELSE IF <condition> THEN <code> ELSE <code> ENDIF // with the IF statement inside the // larger ELSE statement being able // to be repeated as many times as // needed. IF Age > 18 THEN OUTPUT "You can drink!" ELSE IF Age > 16 THEN OUTPUT "You can almost drink!" ELSE OUTPUT "You can't drink..." ENDIF ENDIF</pre>	<pre>if <condition>: <code> elif <condition>: <code> else: <code> # e.g. if age > 18: print("you can drink!") elif age > 16: print("you can almost drink!") else: print("you can't drink...")</pre>
<p><u>Pattern Matching</u> <i>This is like finding a value that matches the one that you have, and then doing something when you find it.</i></p> <p>NOTE that using match in Python requires version 3.10 or later. If you use the latest version of Thonny or Replit, you will be OK.</p>	<pre>CASE OF <expr> <expr>: <statement> <expr>: <statement> ... // optionally, OTHERWISE <statement> ENDCASE // e.g. CASE OF BottleMaterial "Plastic": OUTPUT "Unsustainable..." "Metal": OUTPUT "Sustainable!" "Glass": OUTPUT "Fragile..." "Paper": OUTPUT "WHY?" OTHERWISE OUTPUT "Unrecognized" ENDCASE</pre>	<pre>match <expr>: case <expr>: <code> case <expr>: <code> ... # This is equivalent to OTHERWISE case _: <code> match bottle_material: case "Plastic": print("Unsustainable...") case "Metal": print("Sustainable!") case "Glass": print("Fragile...") case "Paper": print("WHY?") case _: print("Unrecognized")</pre>

<p><u>Pre-condition iteration (while)</u></p> <p><i>This is to repeatedly do tasks, while some condition is true (so to not infinitely loop).</i></p>	<pre> WHILE <condition> DO <code> ENDWHILE // e.g. WHILE Number > 1 DO Number ← Number - 1 OUTPUT "The number is now", Number ENDWHILE </pre>	<pre> while <condition>: <code> # e.g. while number > 1: number -= 1 print("The number is now", number) </pre>
<p><u>Post-condition iteration (repeat-until)</u></p> <p><i>This is also to repeatedly do tasks, while some condition is true, however the condition is checked after the code is run and not before.</i></p> <p><i>In pseudocode, these post-condition loops have an inverted condition, meaning that it does something until the condition is true, not while it is true.</i></p>	<pre> REPEAT <code> UNTIL <condition> // e.g. REPEAT OUTPUT "Enter the password..." INPUT Password IF Password <> "Secret" THEN OUTPUT "Wrong..." ENDIF UNTIL Password = "Secret" </pre>	<pre> # Repeat-until loops do not exist in # Python due to it being mostly # redundant. You cannot do post- # condition loops either. You can # replicate the example like so: # negate the condition while password != "Secret": password = input("Enter the password...") if password != "Secret": print("Wrong...") </pre>

Arrays

This is used to store sequences of data, or grids/matrices of data.

```
// In Pseudocode, arrays are STATIC,
// meaning that you cannot add or
// remove elements dynamically.
//
// Declaring an ARRAY (1 dimensional)
//
// l is the lower bound, h is the
// higher bound
DECLARE <ident>:ARRAY[l,h] OF <type>

// Declaring an ARRAY (2 dimensional)
//
// l1 and h1 are the bounds of the
// first dimension, l2 and h2 are the
// bounds of the second dimension
DECLARE <ident>:ARRAY[l1,h1:l2,h2] OF
<type>

// e.g.
DECLARE StudentNames:ARRAY[1,5] OF
STRING

// Adapted from the IGCSE Syllabus
DECLARE TicTacToe:ARRAY[1,3:1,3] OF
CHAR

// Assign to an ARRAY (1 dimensional)
StudentNames[2] ← "Marcos"
TicTacToe[1,3] ← 'X'

// Use an ARRAY
<ident>[<index>] // 1D ARRAY
<ident>[<index1>,<index2>] // 2D ARRAY

// e.g.
StudentNames[3] // get 3rd student name
TicTacToe[2,1] // get the character at
                // 2, 1 on the Tic Tac
                // Toe board
```

```
# Python does not have pseudocode
# ARRAYS, i.e. sequences of data of a
# fixed length, however, Python does
# have lists with push-back/pop-back
# functionality.
#
# You must also initialize every list
# before using them!
#
# Declaring a list (1 dimensional)

# you do not have to specify bounds!
<ident>: list[<type>]

# Declaring a list (2 dimensional)
<ident>: list[list[<type>]]

# Initializing a list (1D):
<ident> = []

# Initializing a list (2D)
<ident> = [[]]

# e.g.
student_names: list[str]

# Python does not have CHAR!
tic_tac_toe: list[list[str]]

# Assign to a list
student_names[2] = "Marcos"

# You can even assign a whole list!
student_names = ["Tom", "James",
                 "Jimmy", "John", "Peter"]

# Use a list
<ident>[<index>] # 1D list
<ident>[<index1>][<index2>] # 2D list

# e.g.
student_names[3] # get 3rd student
                 # name
tic_tac_toe[2][1] # get the character
                 # at 2, 1 on the
                 # Tic Tac Toe board
```

<p><u>Iteration (for)</u> <i>This is to repeatedly do something until a counter reaches the end, which is specified.</i></p>	<pre> FOR <counter> ← <begin> TO <end> <code> NEXT <counter> FOR <counter> ← <begin> TO <end> STEP <step> <code> NEXT <counter> // e.g. // Assume LENGTH() calculates the // length of an array FOR Counter ← 1 TO LENGTH(StudentNames) OUTPUT "There is a student called", StudentNames[Counter], " in the class." NEXT Counter FOR OddNumber ← 1 TO 30 STEP 2 OUTPUT OddNumber NEXT OddNumber </pre>	<pre> for <counter> in range(<begin>, <end>): <code> for <counter> in range(<begin>, <end>, <step>): <code> # e.g. for counter in range(1, len(student_ names)): print("There is a student called ", student_names[counter], "in the class.") for odd_number in range(1, 30, 2): print(odd_number) </pre>
<p><u>Procedures</u> <i>These are repeatable sections of code that can be invoked (called) over and over as many times as needed. This might also be called a subprogram, or a subroutine (outdated).</i></p>	<pre> // declaring procedures PROCEDURE <name> <code> ENDPROCEDURE PROCEDURE <name>(<parameter name>: <type>, <parameter name>:<type>, ...) <code> ENDPROCEDURE // e.g. PROCEDURE SayHello OUTPUT "Hello!" ENDPROCEDURE PROCEDURE Line(Size:INTEGER) FOR Length ← 1 TO Size OUTPUT '-' NEXT Length ENDPROCEDURE // calling procedures CALL <name> CALL <name>(<parameter>, <parameter>...) // e.g. CALL SayHello CALL Line(10) </pre>	<pre> # all "procedures" below are # technically functions, as Python # does not differentiate between # Procedures and Functions. # declaring procedures def <name>(): <code> def <name>(<parameter name>:<type>, <parameter name>:<type>, ...): <code> # e.g. def say_hello(): print("Hello!") def line(size: int): for length in range(1, size): print('-') # calling functions <name>() <name>(<parameter>, <parameter>...) # e.g. say_hello() line(10) </pre>

<p><u>Functions</u> <i>These are repeatable sections of code, but they return values, meaning that they usually process or give data back to the site of invocation, also known as the caller.</i></p> <p><i>Procedures can also be referred to as fruitless and Functions fruitful due to functions requiring a return value.</i></p> <p><i>Python does not differentiate between functions and procedures.</i></p>	<pre>// declaring functions FUNCTION <name> RETURNS <type> <code> RETURN <expr> // you MUST return // something! ENDFUNCTION FUNCTION <name>(<parameter name>: <type>, <parameter name>:<type>, ...) RETURNS <type> <code> RETURN <expr> // you MUST return // something! ENDFUNCTION // e.g. FUNCTION GimmeFive RETURNS INTEGER RETURN 5 ENDFUNCTION FUNCTION AddOne(Num:INTEGER) RETURNS INTEGER DECLARE Result:INTEGER Result ← Num + 1 RETURN Result ENDFUNCTION // calling functions GimmeFive() AddOne(5) // ...or use them as expressions AddOne(GimmeFive()) OUTPUT GimmeFive(), "+ 1 is", AddOne(5)</pre>	<pre># declaring functions def <name>() -> <type>: <code> return <expr> # you MUST return # something! def <name>(<parameter name>:<type>, <parameter name>:<type>, ...) -> <type>: <code> return <expr> # you MUST return # something! # e.g. def gimme_five() -> int: return 5 def add_one(num: int) -> int: result: int result = num + 1 return result # calling functions gimme_five() add_one(5) # ...or use them as expressions add_one(gimme_five()) print(gimme_five(), "+ 1 is", add_one(5))</pre>
<p><u>File I/O</u> <i>Self explanatory. This relates to writing data and reading data from files on the disk, hard drive, etc. that is not in memory.</i></p>	<pre>// file modes include READ and WRITE // // opening files OPENFILE <file name> FOR <file mode> // reading files (read into <variable>) READFILE <file name>, <variable> // writing files (write from <variable>) WRITEFILE <file name>, <variable> // closing files CLOSEFILE <file name> // e.g. OPENFILE data.txt FOR READ AND WRITE READFILE data.txt, Content WRITEFILE data.txt, Content + "Hi!" CLOSEFILE data.txt</pre>	<pre># READ corresponds to 'r' # WRITE corresponds to 'w' # READ AND WRITE corresponds to 'r+' # or 'w+' # opening files <ident> = open(<file name>, <file mode>) # reading files <variable> = <ident>.read() # writing files <ident>.write(<variable>) # closing files <ident>.close() # e.g. file = open("data.txt", "r+") content = file.read() file.write(content + "Hi!") file.close()</pre>

Appendix

The QR code for the online copy is found below.

It is hosted on my website, ezntek.com.



Alternatively, find it [here](#).

(The URL is https://ezntek.com/revision/pseudocode_reference.html)

The blog post, which has some more information, may be found [here](#).

(The URL is <https://ezntek.com/posts/the-igcse-pseudocode-to-python-reference-guide-for-g1-and-g2-computer-science-20241018t2049/>)