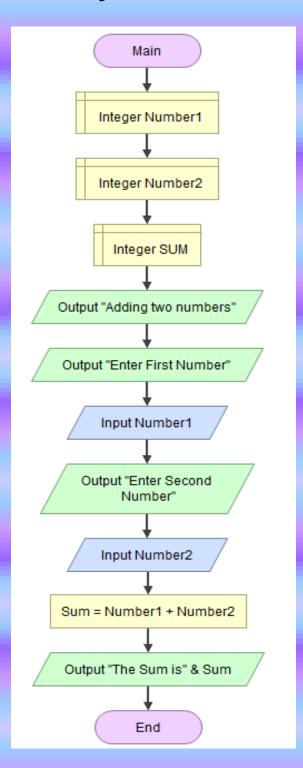
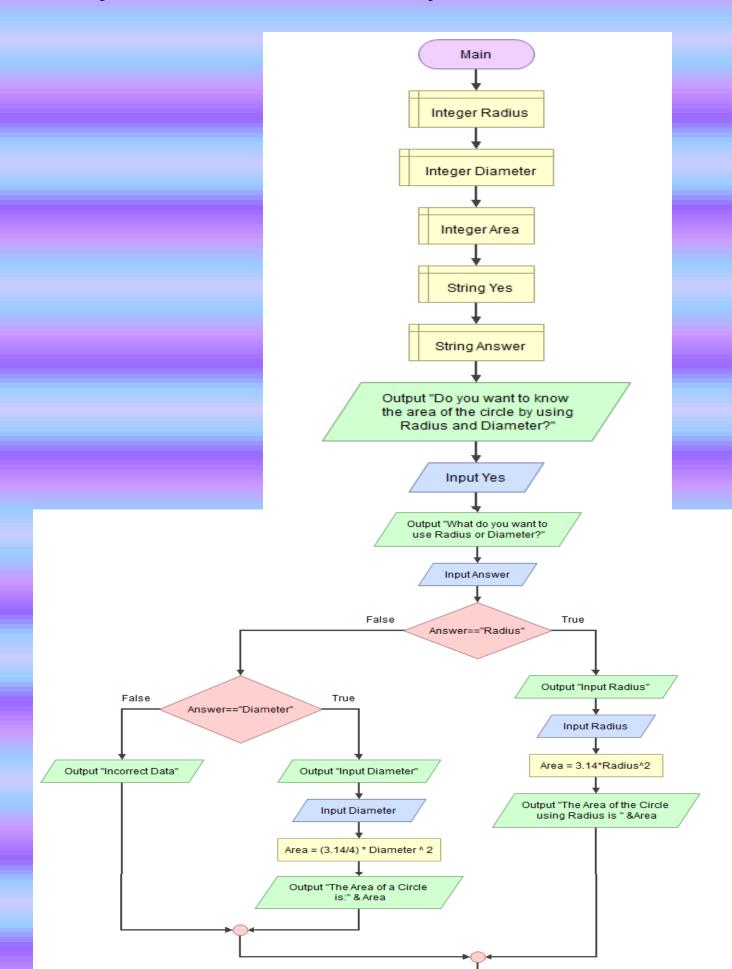
Adding Two Numbers



Procedure of Adding Two Numbers

```
Function Main
0
           Declare Integer Numberl
 2
           Declare Integer Number2
           Declare Integer SUM
 3
5
           Output "Adding two numbers"
           Output "Enter First Number"
           Input Numberl
8
           Output "Enter Second Number"
 9
           Input Number2
10
           Assign Sum = Number1 + Number2
11
           Output "The Sum is" & Sum
12
      End
```

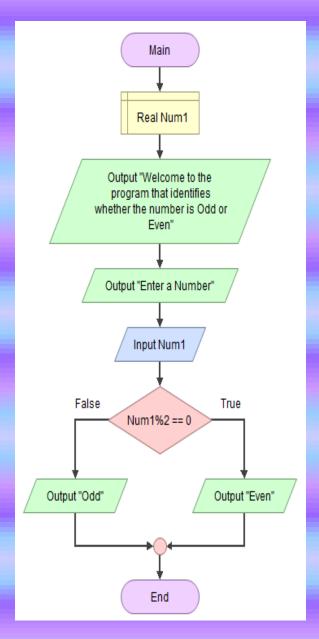
Getting the Area of a Circle Using Radius and Diameter



Procedure of Getting the Area of a Circle Using Radius and Diameter

```
0
       Function Main
1
           Declare Integer Radius
2
           Declare Integer Diameter
 3
           Declare Integer Area
           Declare String Yes
 4
5
           Declare String Answer
6
 7
           Output "Do you want to know the area of the circle by using Radius and Diameter?"
8
           Input Yes
9
           Output "What do you want to use Radius or Diameter?"
10
           Input Answer
           If Answer=="Radius"
11
                Output "Input Radius"
12
13
                Input Radius
14
                Assign Area = 3.14*Radius^2
15
                Output "The Area of the Circle using Radius is " &Area
           False:
16
                If Answer=="Diameter"
18
                     Output "Input Diameter"
19
                     Input Diameter
                     Assign Area = (3.14/4) * Diameter ^ 2
20
                     Output "The Area of a Circle is:" & Area
21
                False:
22
23
                     Output "Incorrect Data"
24
                End
25
           End
```

Procedure of Identifying the Odd or Even Numbers



```
0
      Function Main
 1
           Declare Real Numl
           Output "Welcome to the program that identifies whether the number is Odd or Even"
 3
           Output "Enter a Number"
 4
 5
           Input Numl
           If Num1%2 == 0
                Output "Even"
8
           False:
                Output "Odd"
9
           End
10
11
      End
```