

CL-1002
Programming
Fundamentals

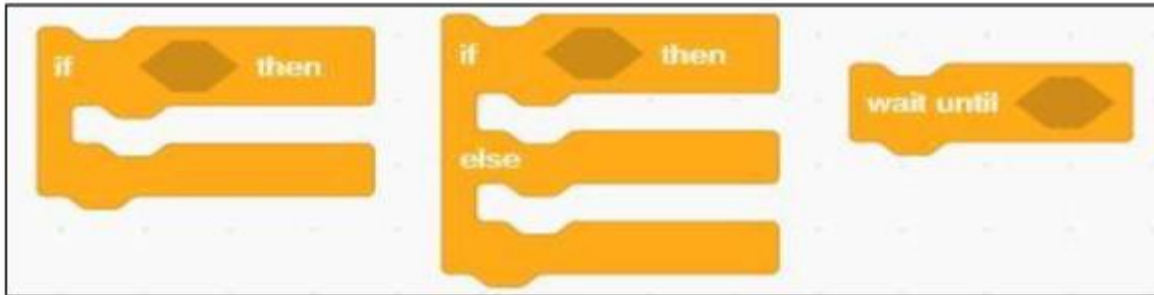
LAB – 02
Problem solving with decision and
iterative structures using Scratch

NATIONAL UNIVERSITY OF COMPUTER AND EMERGING SCIENCES
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Introduction to Decision and Iterative Structures

Decision Structure: A statement or a set of statements that is executed when a particular condition is “True” and ignored when the condition is “False”.

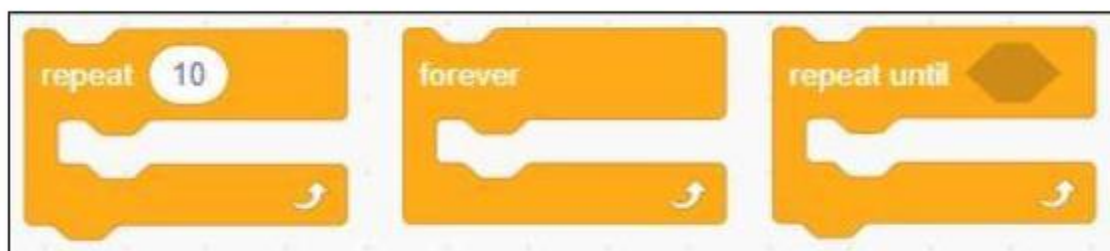
In scratch, we use the following control diagrams for decision structure.



<u>Flowchart of Decision Structure</u>	<u>Scratch Diagram</u>	<u>Output</u>
A flowchart illustrating a selection structure. It starts with a 'Selection' label pointing to a diamond-shaped decision node. From the diamond, two paths emerge: one labeled 'T' (True) leading to a rectangular process box, and another labeled 'F' (False) leading to another rectangular process box. Both paths converge into a single path that leads to a circular connector box.	A Scratch script starting with a 'when green flag clicked' event block. It follows with an 'ask Any Number and wait' block, then a 'set Number to answer' block. An 'if-then-else' decision block follows, with the condition 'answer < 0'. The 'then' branch contains a 'say It's a nergative number for 2 seconds' block, and the 'else' branch contains a 'think It's a positive number for 2 seconds' block.	A screenshot of a Scratch project showing a female character in a yellow shirt and blue pants standing in a classroom. A speech bubble above her says 'It's a positive number'. In the top left corner, a variable 'Number' is shown with a value of 15.

Iterative Structure: The statements that cause a set of statements to be executed repeatedly either for a specific number of times or until some condition is satisfied are known as iteration statements.

In scratch, we use the following control diagrams for iterative structures:



Example: Set a counter to 1 and repeat until the given condition is satisfied. In this case, the given condition is counter =10.

Flowchart of Iterative Structure	Scratch Diagram	Output

Example: Draw a pentagon with the help of repeat and pen diagrams. Repeat the shape for five times.

Scratch Diagram	Output

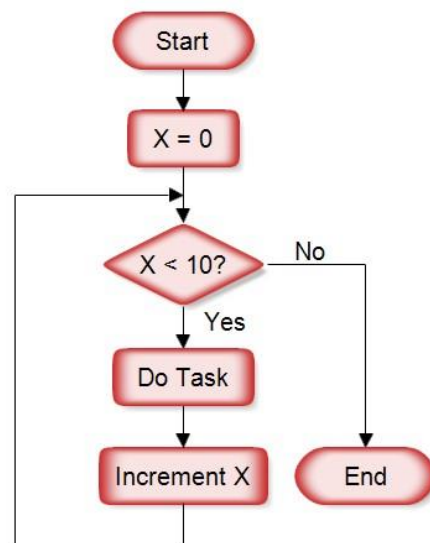
Exercise Questions

QUESTION # 1: Take a number as an input from a user. Check if the number is an even number or an odd number. Draw a flowchart on your notebook. Convert the flowchart into scratch diagram.

QUESTION # 2: You are supposed to create a mark sheet. There are total five subjects. Each subject has equal marks i.e., 100, therefore total marks are 500. Take marks of five subjects as an input from the user. Calculate the percentage. If the percentage is below 50, he/she is fail else he/she is pass. Draw a flowchart on your notebook. Convert the flowchart into scratch diagram.

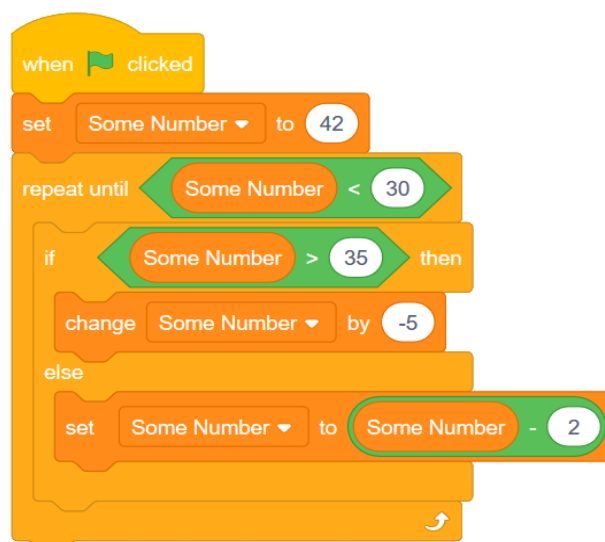
QUESTION # 3: Draw a hexagon that has six sides. Repeat the hexagon for the same number of times as of its size.

QUESTION # 4: Given below is a flow chart. Identify the decision and iterative structures in it. Convert the flow chart in to scratch diagram.



QUESTION # 5: Create a calculator asking for operator (+ or – or * or /) and operands and perform calculation according to the user input.

QUESTION # 6: Given below is a scratch diagram. Write a description of the diagram as well as draw it's flowchart on your notebook.



Good Luck