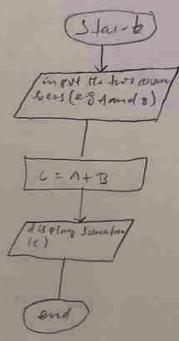
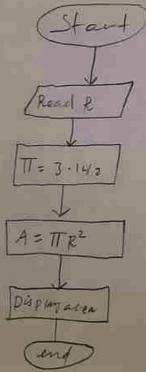
Home Work Guestions

(Vami: Hassan abdi Shafi Student ave 21/02/3983

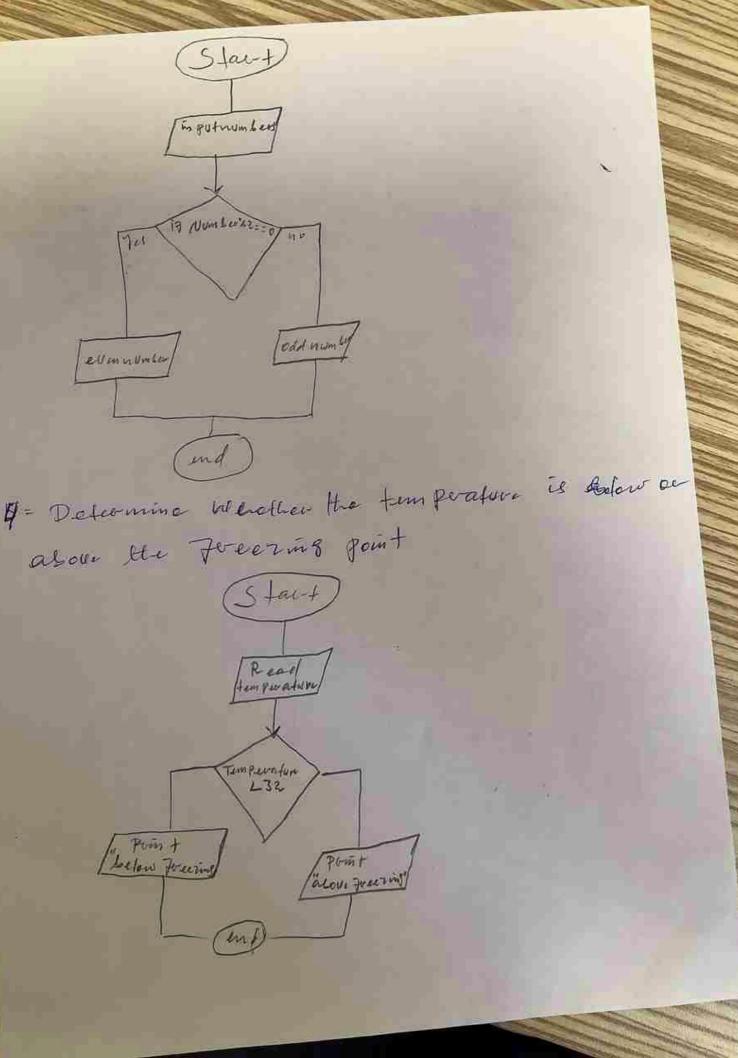
In Draw the Flow chart to add two Num Lees entered by a user



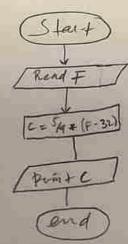
2) Calculate the area of activate with a firm



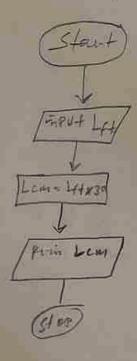
3) determine and out put when the aumber is odd or even



5: convert from perature Fahren their to

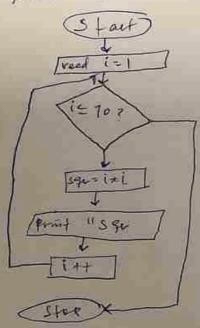


to convert the Length in Feet to continuetor



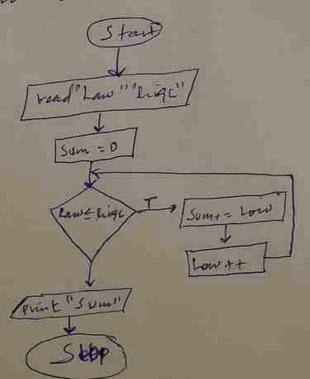
Dwr cte

7 = Write an algorithm and draw the Flow chart to punt the Square of all own Lers Jean 1 to 70



1= Star 2- Vead i=1 3= i7 i ≤ 10 ther 90 to Star 4 else 90 to Star 7 4 = Sqe = ixi 5 = prin + USqu'! 6= i++ 90 Lackto Star 3 7= Stop

8 = vivite an algorithm and how the How chart to fruit the som



1= ster
2- veal Lew, liqu
3-5 vm=0
4= if Low Less eta er equal
to high go to step 7
5= Somt= Low
6= Lowtt go to Step 7
7- Prin "Som"
8= Stop

10- down the How chart to Find the Largest of those counts

A. B and C

Start

Tread, A. B.C

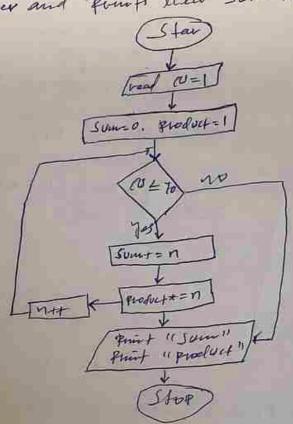
A>B yes A>C

Axc yes Freshe largerne

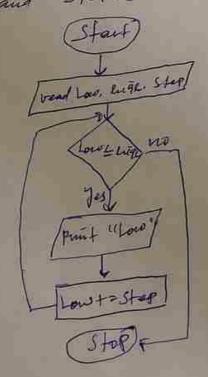
Teste largest

Stof

11 = dears a flow chart for aprogram that vseds Joculin Luis Franche User and prints their Sum and product



12= herite an algor item and draw aglow chart to court and print
all overheads from Low to high by Steps og Step Test with Low = b
and High = 700 and Step = 5



1= Start
2- read. Low. Migh. Step
3= 17 Low = Migh Here

90 to Step 4 else 80 to

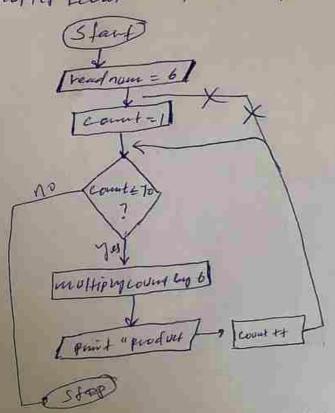
Step 6

4= perint "Low"

5= Low += Step

6= Step

13 = White an also within and down the Howebart to point the multiplication table For 6's



1= Start

2= read number = 6

3= count = 0

4= i7 count = 10 ltem 90 to

Steps else 90 to Step 9

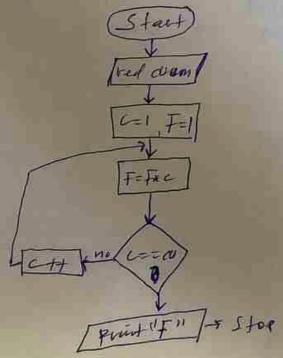
5= count + +

6= multiply count by cup

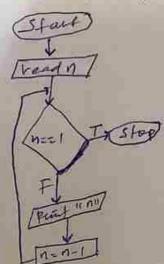
7= pr int + product "

8= Stop

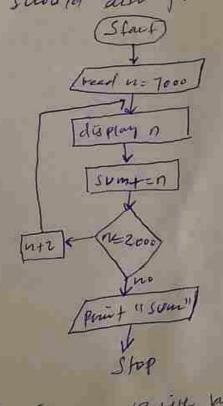
14 = draw at low chart For computing factorial (U(n))



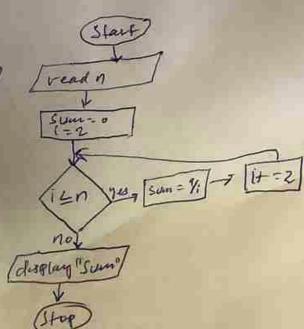
15) Dono eta Flow chart to print all Natural Numbers in versus



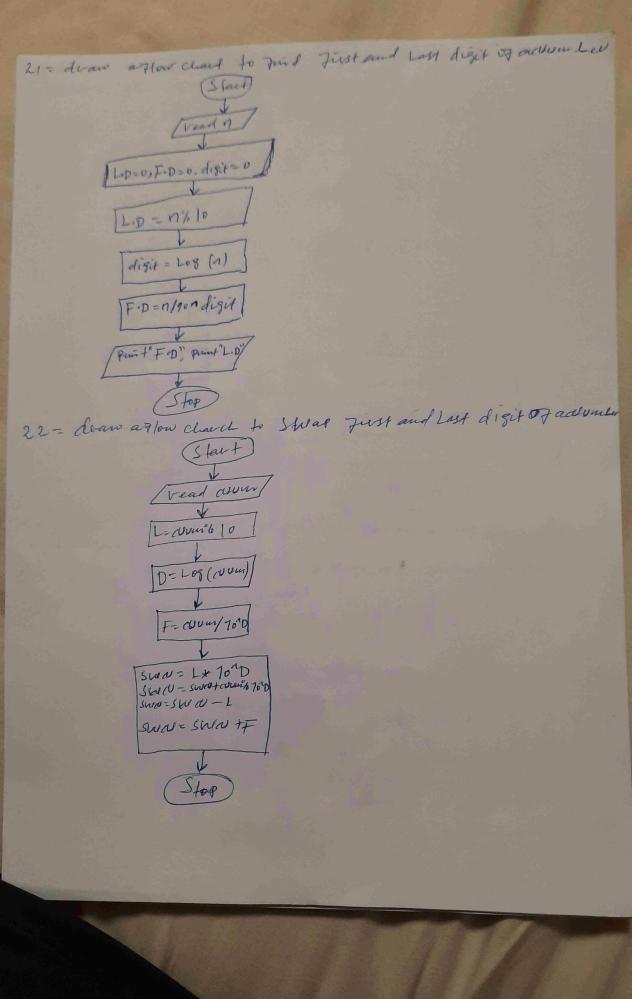
16 - de sign and algorithm bethick generates even aumbers l'h 1000 and 2000 and then points them into the Standard output it should also points total sum



17= Design an algorith with water of counter in as its in put which was cal culates the Following Foundard and wenter the vesults in the Standard out got S = 1/2 + 1/4 + ... 1/n



18= Design an algorithm to convert adecimal overteen to Sinary Journal (Sfaut) 110 100 Toury pent "1" First "1" and "0" in / 19= Down a How clearl to finet multiplication table of any owner is 20 - down after clast to count counter of digits in assum Le digit=0 n1 = 0 a disit ++



23 - Pears at low chart to these whether warm ber 3 Parde Relindran or not (Slaut) no n1-0 vem = 10 10 n-1110 no [point "n 3 not apalindon"] vev:- of yug point is a palindrom 24) down attor chart to find frequence of each of git 25= Draw astow chai to Find Highest Common Factor of 2 Would no (i=AllieB [Print "HCF"/