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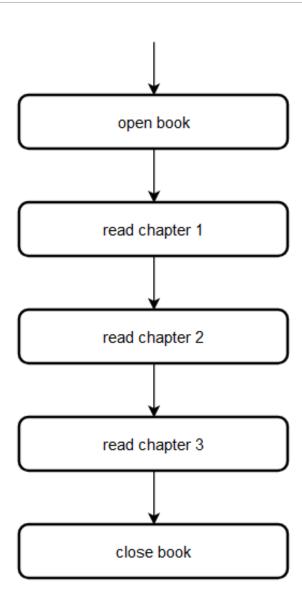
 A program or algorithm is a sequence of instructions to perform a specific task. Consider the example of baking a cake

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- 3 logic structures used to write programs
 - Sequence
 - Selection
 - Loop

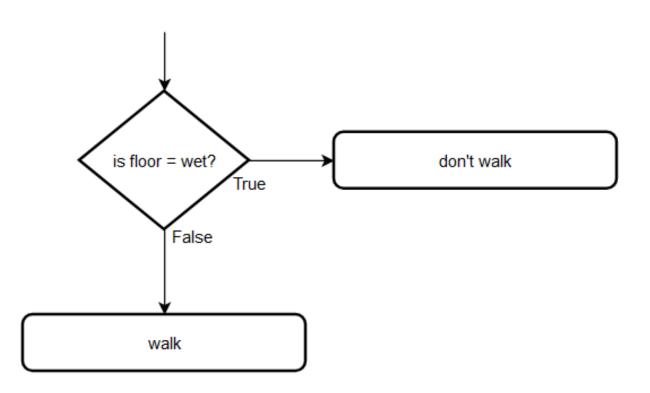
• Sequence

```
Open book
Read first chapter
Read second chapter
Read third chapter
Close book
```



Selection

```
if floor is wet then
Don't Walk
else
walk
```

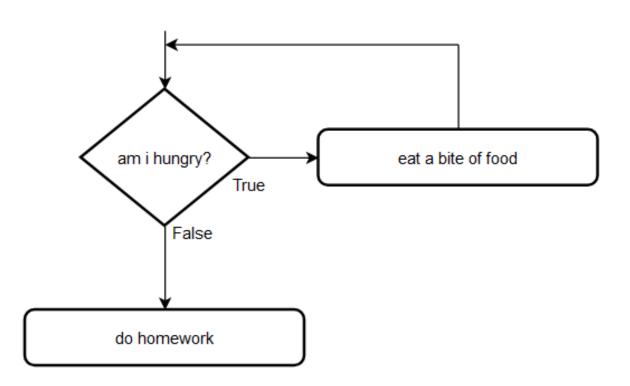


Loop

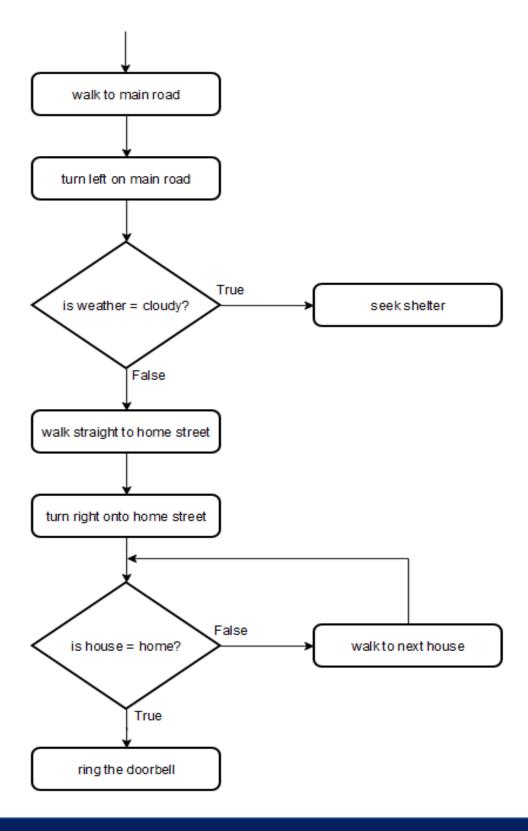
while you continue to be hungry

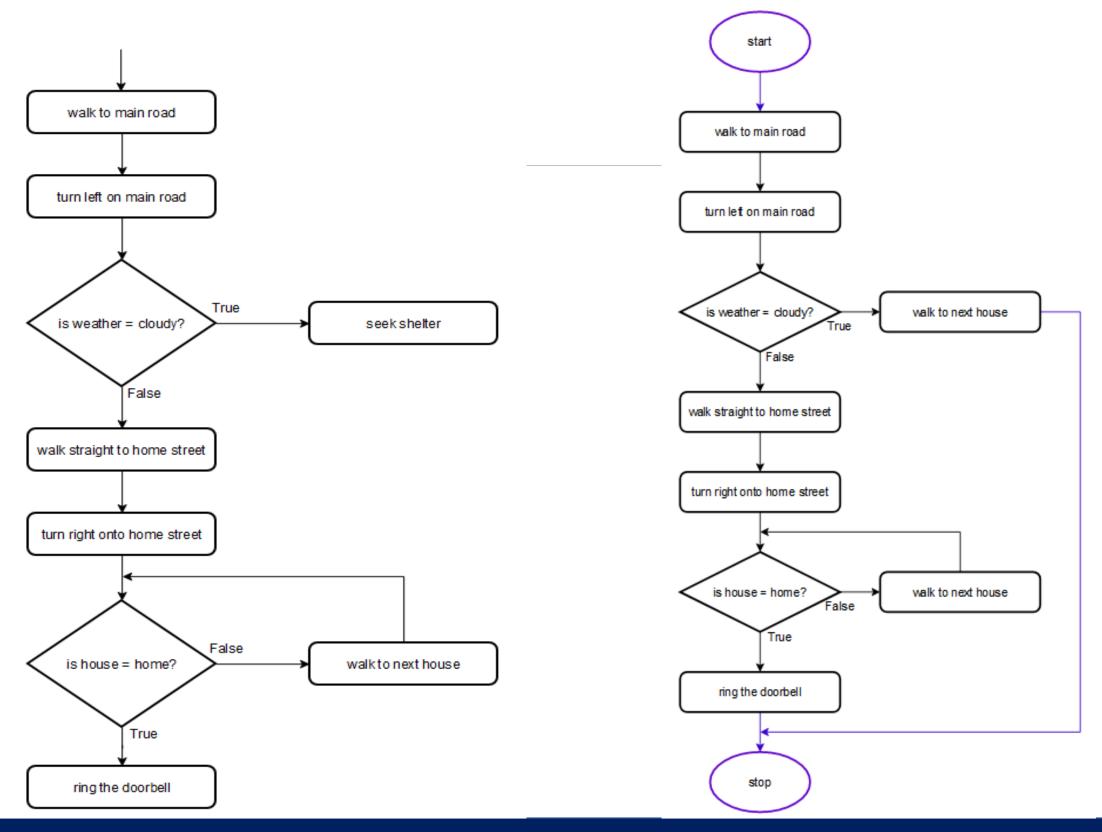
Eat a bite of food

Do homework



```
1. Walk straight from school until you reach the main road.
2. Turn left on the main road.
3. If weather is "cloudy" then
4. Seek shelter
5. else
6. Continue straight until you see your street
7. turn right onto your street
8. While house is not your house
9. Walk to the next house on the street
10. Ring the doorbell
```

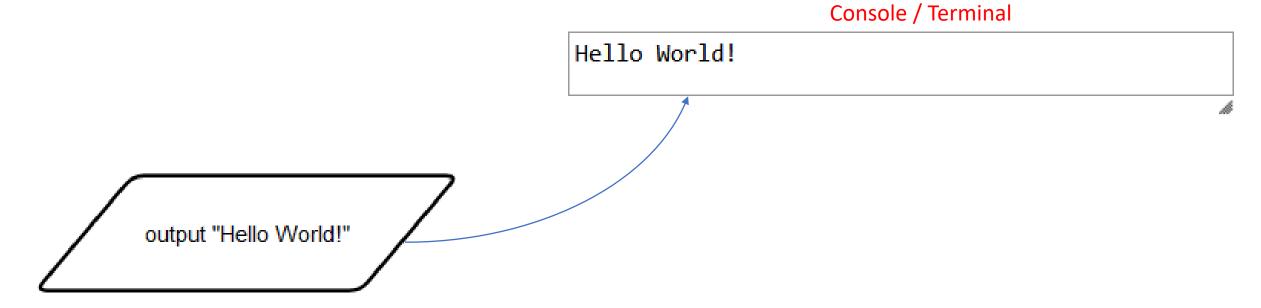




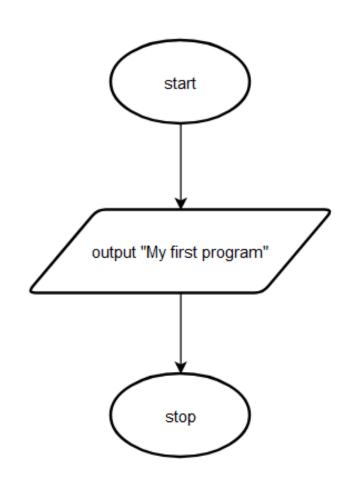
Computers process data and produce output



Computers process data and produce output



• Task: Output "My first program" to the console

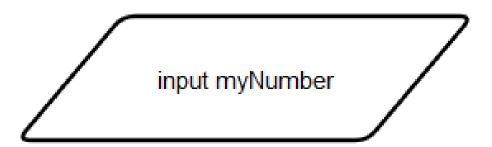


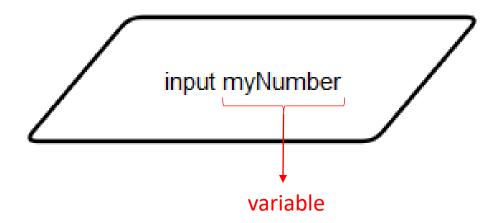
Pseudocode

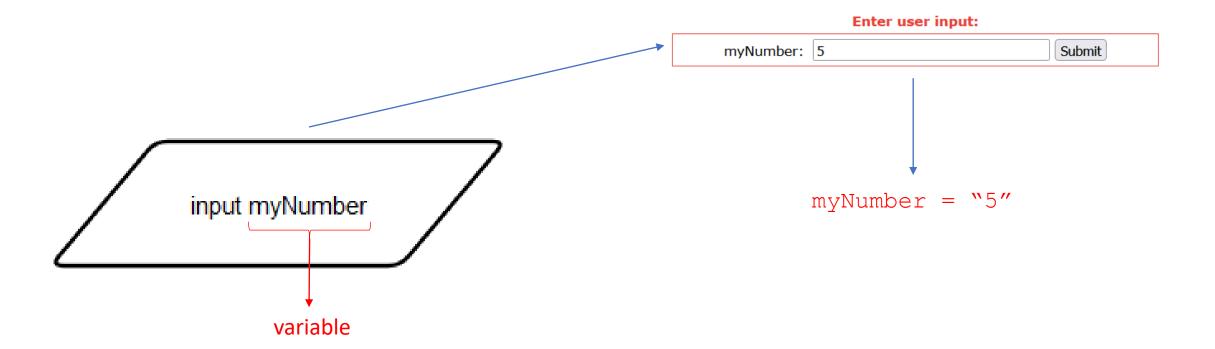
```
start
output "My first program"
stop
```

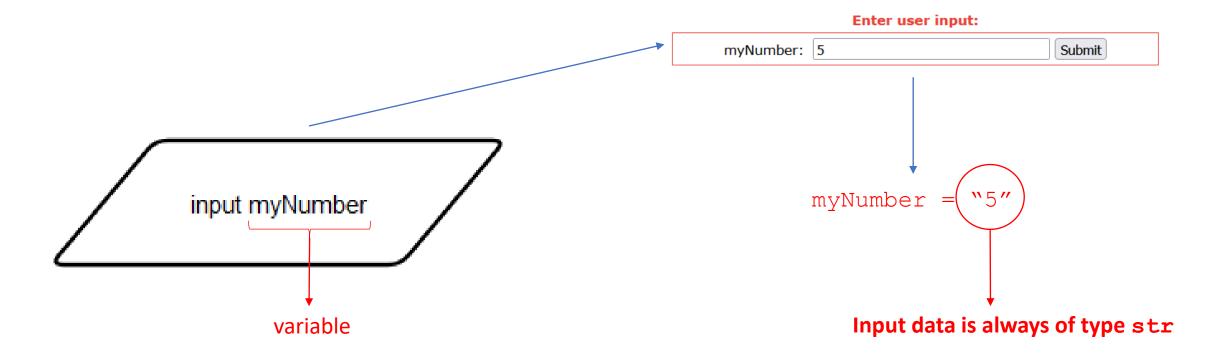
Program Code

print("My first program")









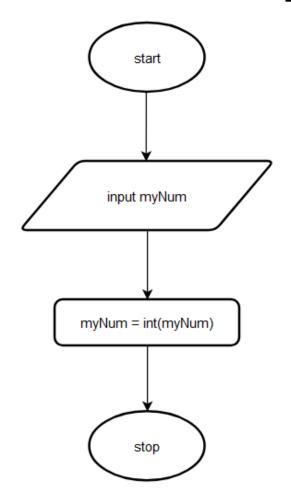
Computers take input data

Data types

```
□str: "this is a string #$12345%"
□int: 2, 5, 10, 300, 0
□float: 3.5, 1.2, 10.19
□bool: True, False
```

 To take input data as a different data type, you have to perform type conversion.

 Task: Take int input from user and store it in a variable called myNum



Pseudocode

- start
 input myNum
- 3 myNum = int(myNum)

Python Code

- myNum = input()
- myNum = int(myNum)

Variable Assignment

You can assign data of any data type to variables

Pseudocode

name = "Ahmed"

name = "Ahmed"

Python Code

name="Ahmed"

Variable Assignment

You can assign data of any data type to variables



1 age=12

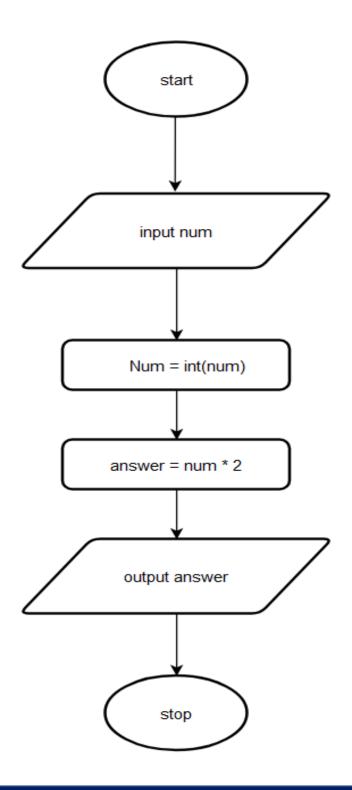
age = 12

Python Code

1 age=12

"multiply by 2" Program

• **Task:** Write a program that takes an int input and outputs the value after multiplying it by 2.



"multiply by 2" Program

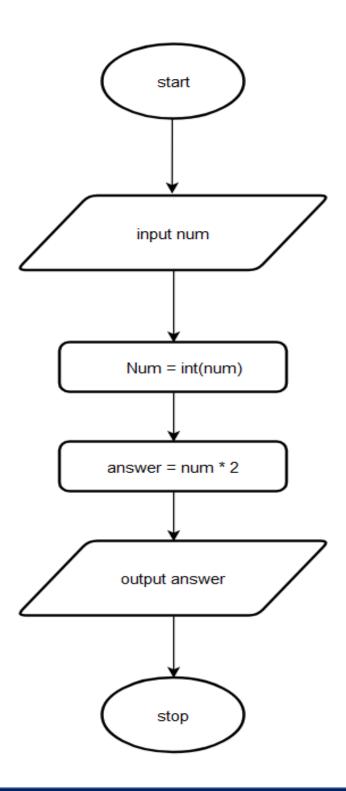
 Task: Write a program that takes an int input and outputs the value after multiplying it by 2.

Pseudocode

```
start
input num
num = int(num)
answer = num * 2
output answer
stop
```

Python Code

```
num = input()
num = int(num)
answer = num * 2
print(answer)
```



• Task: Write a program that outputs Hello World! to the console.

• Task: Write a program that outputs Hello World! to the console.

```
print("Hello World!")
```

• Task: Write a program that outputs My program! and from Korangi Academy to the console.

• Task: Write a program that outputs My program! and from Korangi Academy to the console.

```
print("My program!")
print("from Korangi Academy")
```

• Task: Write a program that takes a str input and outputs it the console.

• Task: Write a program that takes a str input and outputs it the console.

```
inp = input()
print(inp)
```

• **Task:** Write a program that takes a int input and outputs it the console.

• Task: Write a program that takes a int input and outputs it the console.

```
num = input()
num = int(num)
print(num)
```

• **Task:** Write a program that takes a int input, multiplies it by 5 and outputs the result to the console.

• **Task:** Write a program that takes a int input, multiplies it by 5 and outputs the result to the console.

```
num = input()
num = int(num)
result = num * 5
print(result)
```

• Task: Write a program that takes two float inputs, add them together and outputs the result.

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```
num1 = input()
num1 = float(num1)
num2 = input()
num2 = float(num2)
result = num1 + num2
print(result)
```

• Task: Write a program that asks the user to enter their name, age, and school. Output this information to the console.

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```
name = input()

age = input()
age = int(age)

school = input()

print("Name:",name)
print("Age:",age)
print("School:", school)
```

CLOSING