THE PUBLIC IS MORE FAMILIAR WITH BAD DESIGN THAN GOOD DESIGN. IT IS, IN EFFECT, CONDITIONED TO PREFER BAD DESIGN, BECAUSE THAT IS WHAT IT LIVES WITH. THE NEW BECOMES THREATENING, THE OLD REASSURING.

PAUL RAND

A DESIGNER KNOWS THAT HE HAS ACHIEVED PERFECTION NOT WHEN THERE IS NOTHING LEFT TO TAKE

AWAY.

ANTOINE DE SAINT-EXUPÉRY

... THE DESIGNER OF A NEW SYSTEM MUST NOT ONLY BE THE IMPLEMENTOR AND THE FIRST LARGE-SCALE USER; THE DESIGNER SHOULD ALSO WRITE THE FIRST USER MANUAL... IF I HAD NOT PARTICIPATED FULLY IN ALL THESE ACTIVITIES, LITERALLY HUNDREDS OF IMPROVEMENTS WOULD NEVER HAVE BEEN MADE, BECAUSE I WOULD NEVER HAVE THOUGHT OF THEM OR PERCEIVED WHY THEY WERE IMPORTANT.

DONALD E. KNUTH

# COLLECTION OF ALGO-RITHMS PSEUDOCODE

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Dedicated to those who appreciate  $atural E_{E}X$  and the work of Edward R. Tufte and Donald E. Knuth.

#### Introduction

This is a collection of psuedocode for classic algorithms.

## Sorting

#### Algorithm 1 Selection Sort.

```
1: procedure Selection-Sort(A, n)

2: for i \leftarrow 1 to n - 1 do

3: for j \leftarrow i + 1 to n do

4: if A[j] < A[i] then

5: Swap(A[j], A[i])
```

## Bibliography