# THINK THE SAME IDEA: ALGORITHMS

Lesson 6



# SAME IDEA, DIFFERENT WAY TO DO IT



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# LET'S DISCUSS

- Think of something that requires multiple steps to complete. These are all algorithms.
- Let's pick one example. Let's have a few of you tell the class how you would do it.
- Were the directions the same? Where did they differ?
   Did all the directions accomplish the same thing in the end?
- What's the difference between an algorithm and a function?

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- 2. Each group will come up with a way, or an "algorithm," for someone to determine who the tallest person is in the class. It doesn't count if you can tell just by looking!
- 3. When writing your algorithm, use your coding knowledge. Write it using pseudocode.
- 4. Use Swift Playgrounds to help you brainstorm and document your process.

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- 1. Did the algorithms work?
- 2. Which group seemed to have the most efficient algorithm?
- 3. Would the algorithms work with 100 or 1000 people?
- 4. If you wanted to find the shortest student, what would you change in your pseudocode?

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#### TIME FOR SWIFT PLAYGROUNDS

Chapter: Algorithms

**REMINDER**: Take videos and or photos of your playgrounds. You

will need them for your portfolio.



| Algorithms               |   |
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| The Right Hand Rule      |   |
| Adjusting Your Algorithm |   |
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- 3. Would some algorithms give the wrong answer?

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Think ahead: In your algorithm for tallest person, how would a computer recognize that Jacob and Vera are names?

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#### JOURNAL

- 1. Upload your pseudocode.
- 2. Upload screenshots from Swift Playgrounds.
- 3. Record answers to these questions:
  - What is an algorithm and what is pseudocode?
     (Use your own words.)
  - Do ideas differ between humans and computers?
     Why or why not?

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