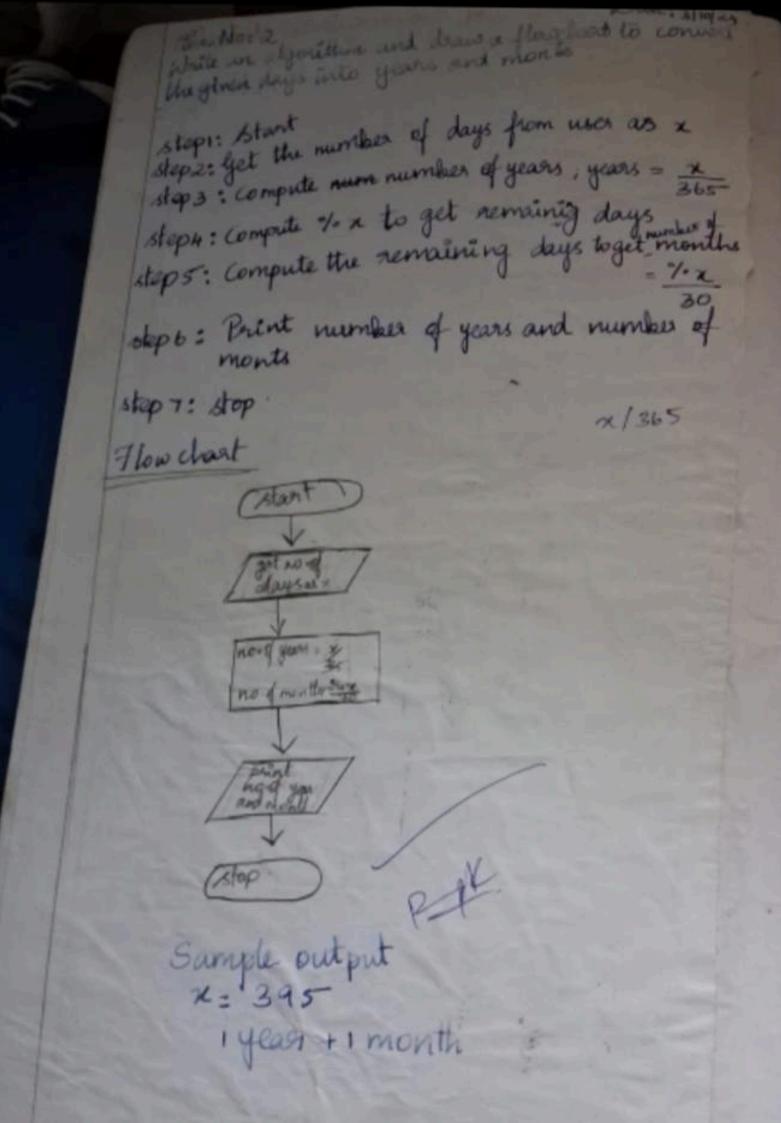
this was against in ster of a square Charles april -Algorithm step 1: start steps: Got the length of the square from the step 3: Find the area of the square A=5×5
step 4: Find the perimeter of the square
step 5: Print area and perimeter of square step 6: stop Flow chart start of the ignare PLANMEN - 4 XS parient Area and perimeter Sample output. stop



6 × . No : 3 Write an algorithm and draw a flourfant to chick whether the given number to promote not Algorithm: step1: stant step 2: Get a number from the user as x steps: check whether x Z=1; otherwise go to 5 step 4: Daplay x is not a prime number steps: set n=(42)+1, K=2 stepa: 4 K = n otherwise go to 10 step 7: check 27. K=0, otherway go to 9 step 9: Display x in not a prime number, go to 11 stepio: display is a prime number. step 11 % stop Flow chart Sample output x - 5; 5 is a prime number

84 . No: 5 whether the given number is petendroms member Algorithm: stop 1: start step 2: get a number from the user as z step 3: At x - Z : AN = 0 not equal to 0, otherwise go to steps: compute K= 2-1-10 step6: new = new 10 + K step7: x= X/10,90 to 4 step & = check whither = - new, other win go to 10 step 4: display given number is palledome, go to 11 step 11 : stop How chart: stant 110 K= x1-10 Sample output x is palindrome

white an appointmen and draws a flow chart to calculate sum of defen in the governmenter Algorithm stoppes get the number from the user as & most step is stant steps: set K=0 step 4: check whether & is not aprol to o, go to & skips: compute y = x1.10 stepb: K- K+4 step 7: compute x = 4/10, goto 4 steps: display K step 9: stop Howchart Almit No Sample out put sum = 10 score to a lo of di