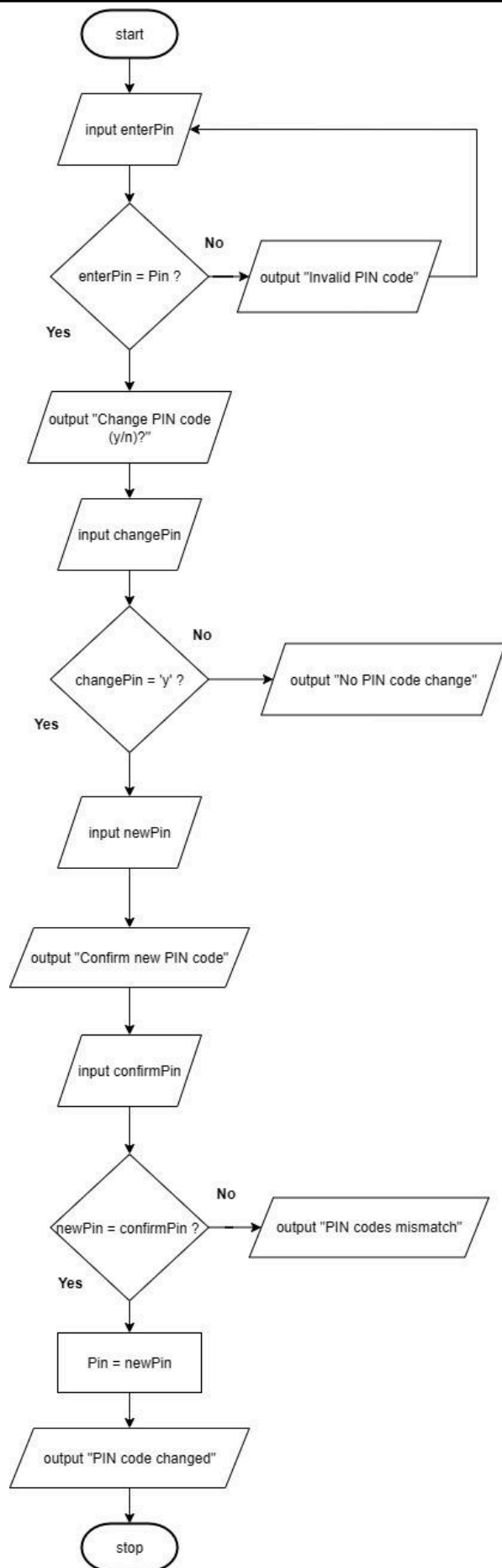


Assignment 1.1	
Flowcharting and Application of Pseudo codes	
Course Code: CPE007	Program: Computer Engineering
Course Title: Data Structures and Algorithms	Date Performed: 8/29
Section: CPE11S1	Date Submitted: 8/29
Name(s): Juan Paulo C. Lara	Instructor: Engr. Jimlord M. Quejado
6. Output	
1. Changing Pin Flowchart:	

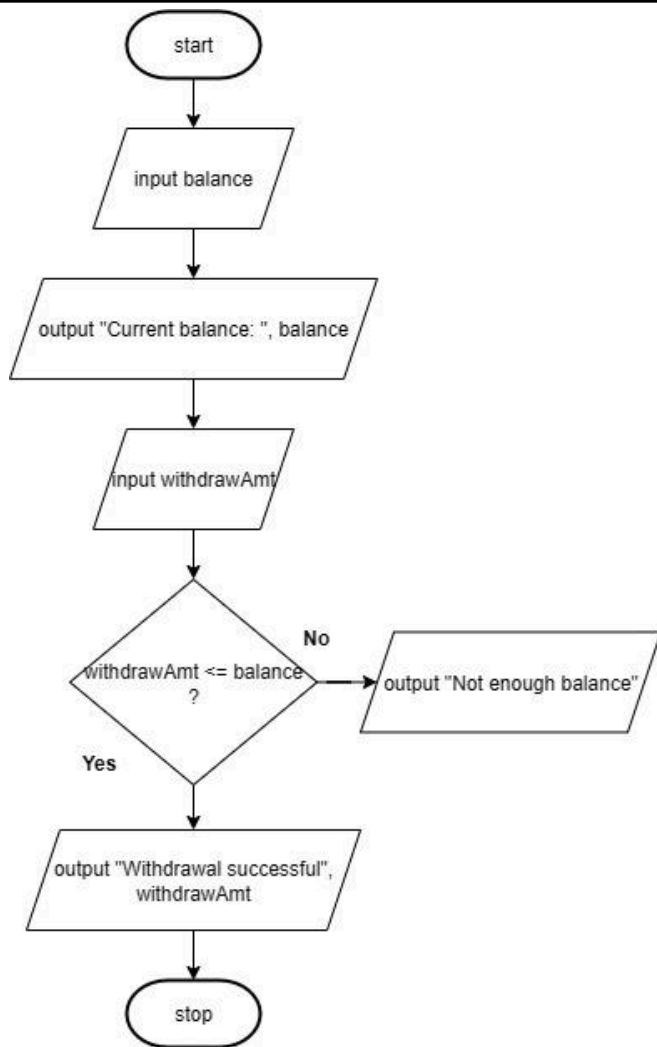


Pseudocode:

```
start
input enterPin
if enterPin = Pin
    output "Change PIN code (y/n)?"
    input changePin
    if changePin = 'y'
        output "Enter new PIN code"
        input newPin
        output "Confirm new PIN code"
        input confirmPin
        if newPin = confirmPin
            Pin = newPin
            output "PIN code changed"
        else
            output "PIN codes mismatch"
    ifstop
else
    output "No PIN code change"
ifstop
else
    output "Invalid PIN code"
ifstop
stop
```

2. Withdraw

Flowchart:



Pseudocode:

start

input balance

output "Current balance:", balance

input withdrawAmt

if withdrawAmt <= balance

balance = balance - withdrawAmt

output "Withdrawal successful", withdrawAmt

else

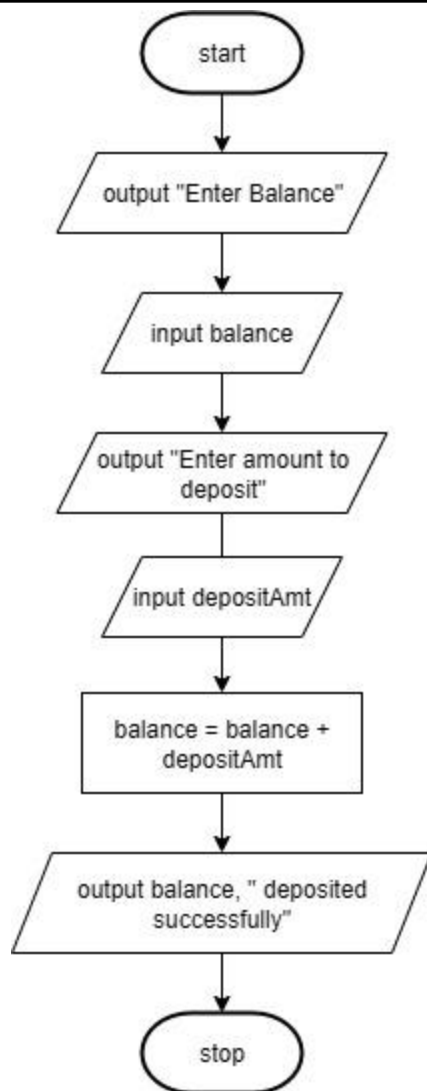
output "Not enough balance"

ifstop

stop

3. Deposit

Flowchart



Pseudocode:

start

 output "Enter Balance"

 input balance

 output "Enter amount to deposit"

 input depositAmt

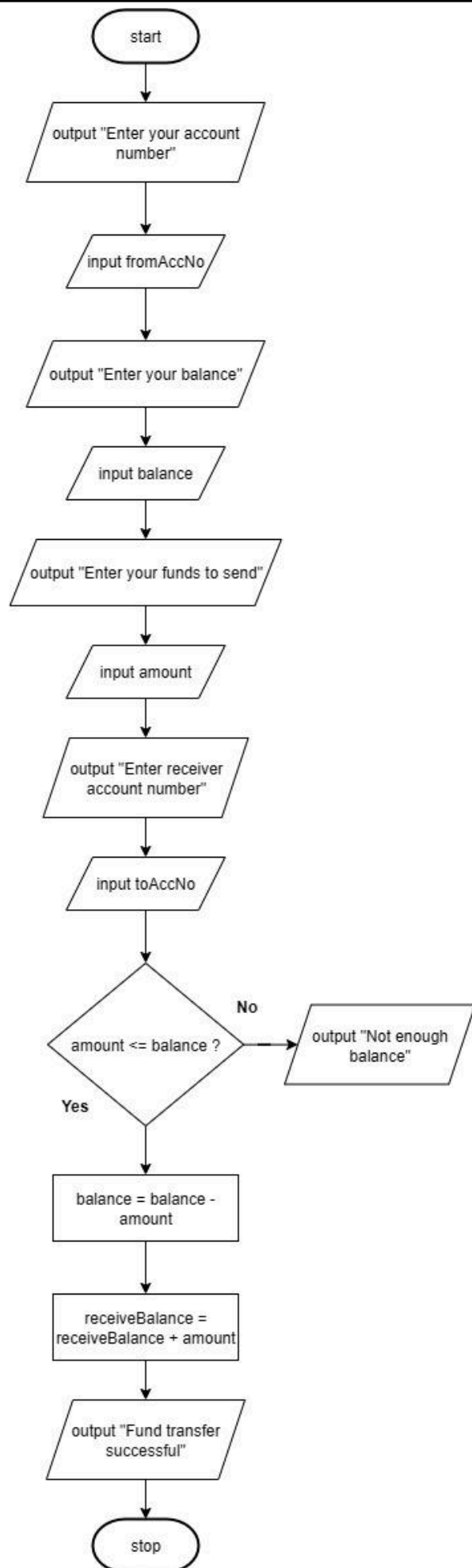
 balance = balance + depositAmt

 output balance, " deposited successfully"

stop

4. Fund Transfer

Flowchart



Pseudocode

start

output "Enter your account number"

input fromAccNo

output "Enter your balance"

input balance

output "Enter your funds to send"

input amount

output "Enter receiver account number"

input toAccNo

if amount <= balance

balance = balance - amount

receiveBalance = receiveBalance + amount

output "Fund transfer successful"

else

output "Not enough balance"

ifstop

stop

7. Supplementary Activity

8. Conclusion

Overall, going back to the earlier lessons shows the amount of progress I have in learning to write programs, pseudocodes, and flowcharts. Through time in learning the C++ language, I find more ways to find errors quickly by reading the patterns between the code and the output console. By going back to this topic, I get the chance to refine my fundamental skills and understanding of programming and how code execution works.

9. Assessment Rubric