Psuedocode →

PL → Syntax ✗

↳ PL ✓

Fake code ≡ } ≡

1) Area of rectangle → Problem

≡ }

Area = l × b

① →

② → Psc (f)

Pl

10 →

1) Read length & breadth
2) Calculate area, A = length × breadth
3) Print area

It is generic way of writing the code.

1.Sum of N Natural Numbers

Pseudocode

1st way

1) Start
2) Input number n
3) Process sum = n(n+1)/2
4) Print sum
5) end

n = 10

⇒ 1+2+3+ ... +10

$\frac{n(n+1)}{2}$

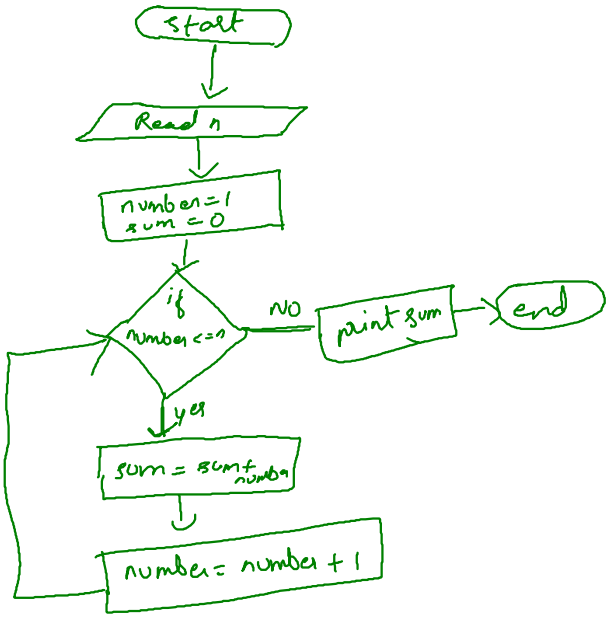
$\frac{10(10+1)}{2}$

⇒ 55

2nd way

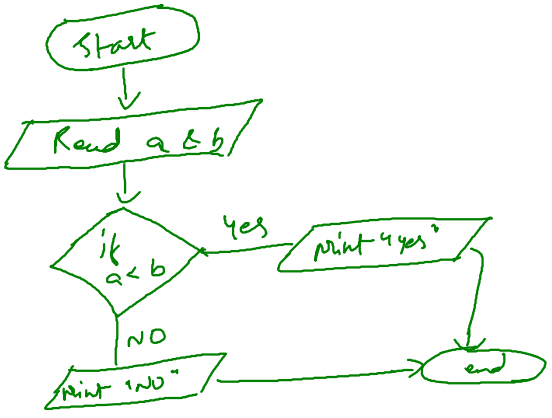
1) Start
2) Read n
3) Set sum to 0
4) for each number from 1 to n
   Add number to sum
5) end for
6) Print sum
7) end

num = 1
sum = 0
n = 5
1 <= 5 ✓
sum = 0+1 = 1
num = 2
2 <= 5 ✓
sum = 1+2 = 3
number = 3
num = 6
6 <= 5 ✗



2.Cheek if a <b , if yes print yes else print no

1) Start
2) Read a & b
3) if a<b then
   print "yes"
   else
   print "no"
4) End if
5) end



3. [Homework]Find Area of Rectangle

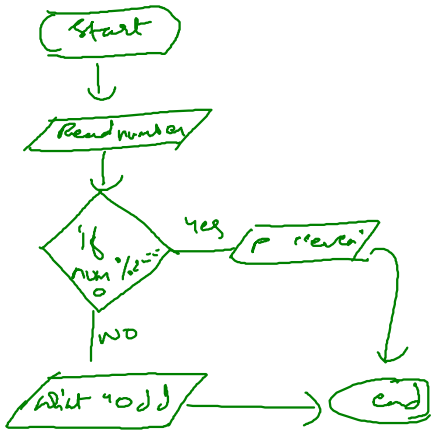
4. Number is Odd or Even

2 == 0

2 % 2 == 0

3 % 2 == 0 ✗

1) Start
2) Read number
3) if number Modulo 2 equal to 0, then
   print "even"
   else
   print "odd"
4) end if
5) end



5.Simple Interest Calculation

Homework

$SI = \frac{PTR}{100}$

1)

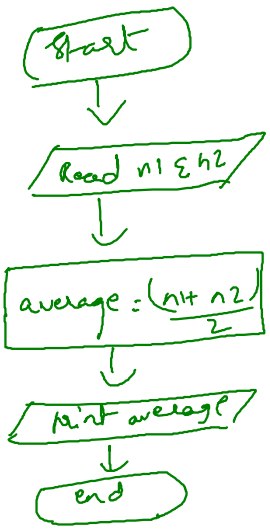
→ flow chart

6.Average of Two Numbers

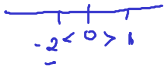
n1, n2

$\frac{n1+n2}{2}$

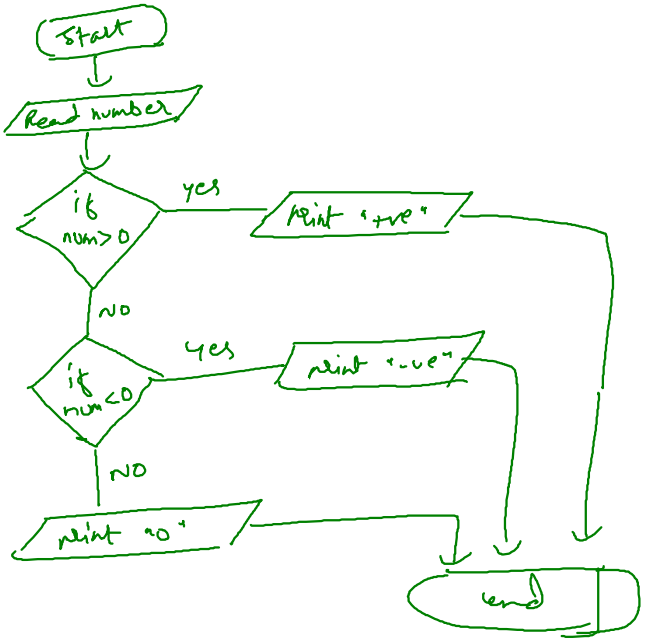
1) Start
2) Read n1 & n2
3) Compute average as (n1+n2)/2
4) Print average
5) end



7.Positive, Negative or Zero



1) Start
2) Read number
3) if number > 0 then
   print "Positive"
   else if number < 0 then
   print "Negative"
   else
   print "0"
4) end if
5) end



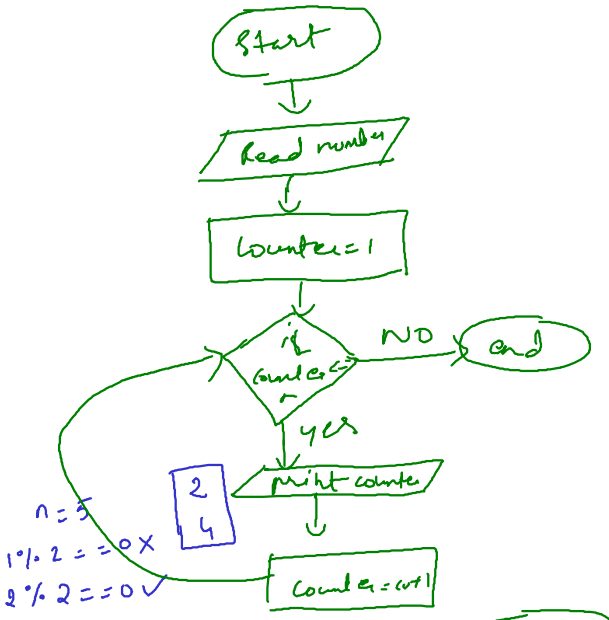
8.Print Numbers from 1 to N

1) start
2) Read number
3) for counter from 1 to n
   print counter
4) end for
5) end

n = 5

1
2
3
4
5

int i;



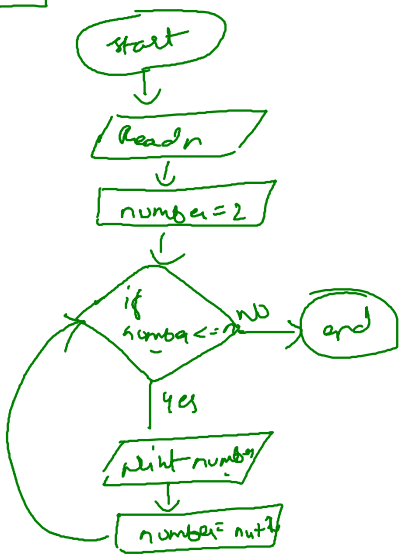
2
4

n = 5
1 % 2 == 0 ✗
2 % 2 == 0 ✓

9. Print Even Numbers from 1 to N

1) .
2) .
3) for ——
   if counter modulo %2 == 0 then
   print counter
4) .
5) .

3 % 2 == 0 ✗
4 % 2 == 0 ✓
5 % 2 == 0 ✗



10. [Homework]Check Prime or Not

5 1,
5
1, 2, 3, 4, 5
5%1 = 0
5%2 ≠ 0
5%3 ≠ 0
5%4 ≠ 0
5%5 = 0
✗

—x—

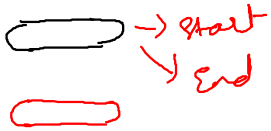
PS, 7, PC

Home work

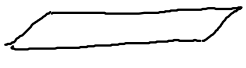
Flowchart

Components →

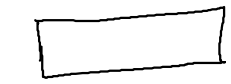
1) Terminator

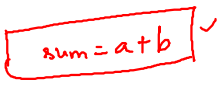


2) Input/output

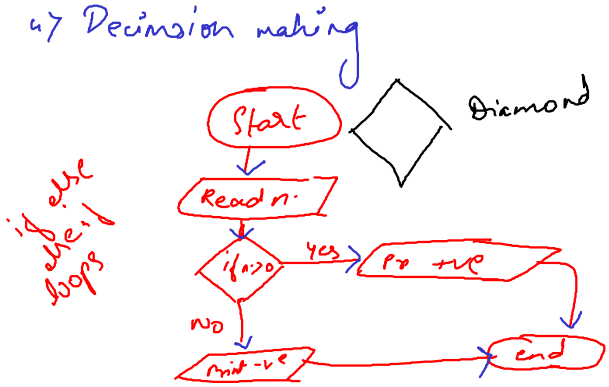


3) Process





4) Decision making



5) Arrows