

WIX1002 Fundamentals of Programming

Tutorial 1 Problem Solving in Programming

Build the pseudocode and flow chart for each of the problems:

Part I

1. Request two numbers from the user and print the multiplication of the numbers.
2. Determine whether a random number is greater than 50.
3. Print the pass/fail grade based on the mark entered by user. The passing mark is at least 40.
4. Print the results of the two players' dice game.
5. Print the perimeter of a rectangle.
6. Print the minimum number from 10 random numbers generated by computer.
7. Print the number of odd and even number from 10 random numbers generated by computer. The random number must be from 10 – 100.

Part II

8. Count the number of alphabet U and M from a sentence entered by user.
9. Display the frequency of a keyword from a web page.
10. Display the number of female student from a random list of 100 students.
11. Display a list of 5 random numbers in descending order. (Sort)
12. Guess a random number generated by computer.