



# codeBetter - Pseudocode Cheat Sheet

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## Concept Pseudocode

### 1 Variables & Data

Assignment	CREATE <variable> AS <value>
Reassignment	CHANGE <variable> TO <value>
Boolean	SWITCH
Array/List	CREATE <list name> AS LIST WITH <values>
Dictionary/Map	CREATE <map name> AS MAP WITH <keys: values>

### 2 Operators & Comparisons

==	IS
!=	IS NOT
===	IS EXACTLY
!==	IS NOT EXACTLY
>	GREATER THAN
<	LESS THAN
>=	GREATER OR EQUAL TO
<=	LESS OR EQUAL TO
%	MODULUS
**	TO THE POWER OF
++	ADD ONE TO <variable>
--	SUBTRACT ONE FROM <variable>

### 3 Utilities (Output, Input, Comment)

Output something	SHOW <message>
Ask user for input	ASK <question> SAVE IN <variable>
Comment	EXPLANATION <text>

## Concept Equivalence Explanation Pseudocode

### 4 Program Structure & Flow

Sequence	main()	A set of instructions for the computer to run. The list of steps you want the computer to follow.	SEQUENCE <name>
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### 5 Conditions & Branching

If	if () {}	If this is true, do what I say here.	IF <condition> THEN ... END IF
Else If	else if () {}	If this is true, do what I say here instead.	OR IF <condition> THEN
Else	else {}	If nothing above was true, do these things.	OTHERWISE ...

### 6 Loops & Repetition

Repeat Until	do ... while()	Keep doing this until we reach the goal.	REPEAT UNTIL <condition> ... END REPEAT
Repeat While	while()	Keep doing this while a condition is true.	REPEAT WHILE <condition> ... END REPEAT
For Each	for <items>	Do this for each thing in the group.	FOR EACH <item> IN <list> ... END FOR

### 7 Functions & Reuse

Function/Method	function, def	A reusable helper you can call to do something for you.	ACTION <name> ... END ACTION
Function Call	functionName()	Run a reusable helper and bring back the results.	CALL ACTION <name>
Return	return	Give back the answer to whoever asked for it.	SEND <value> BACK

### 8 Objects & Blueprints

Class	class	A recipe for making things with the same ingredients.	BLUEPRINT <name> ... END BLUEPRINT
Object	new, instance	A dish made from a recipe that can be served to a guest.	CREATE <blueprint> AS <object>