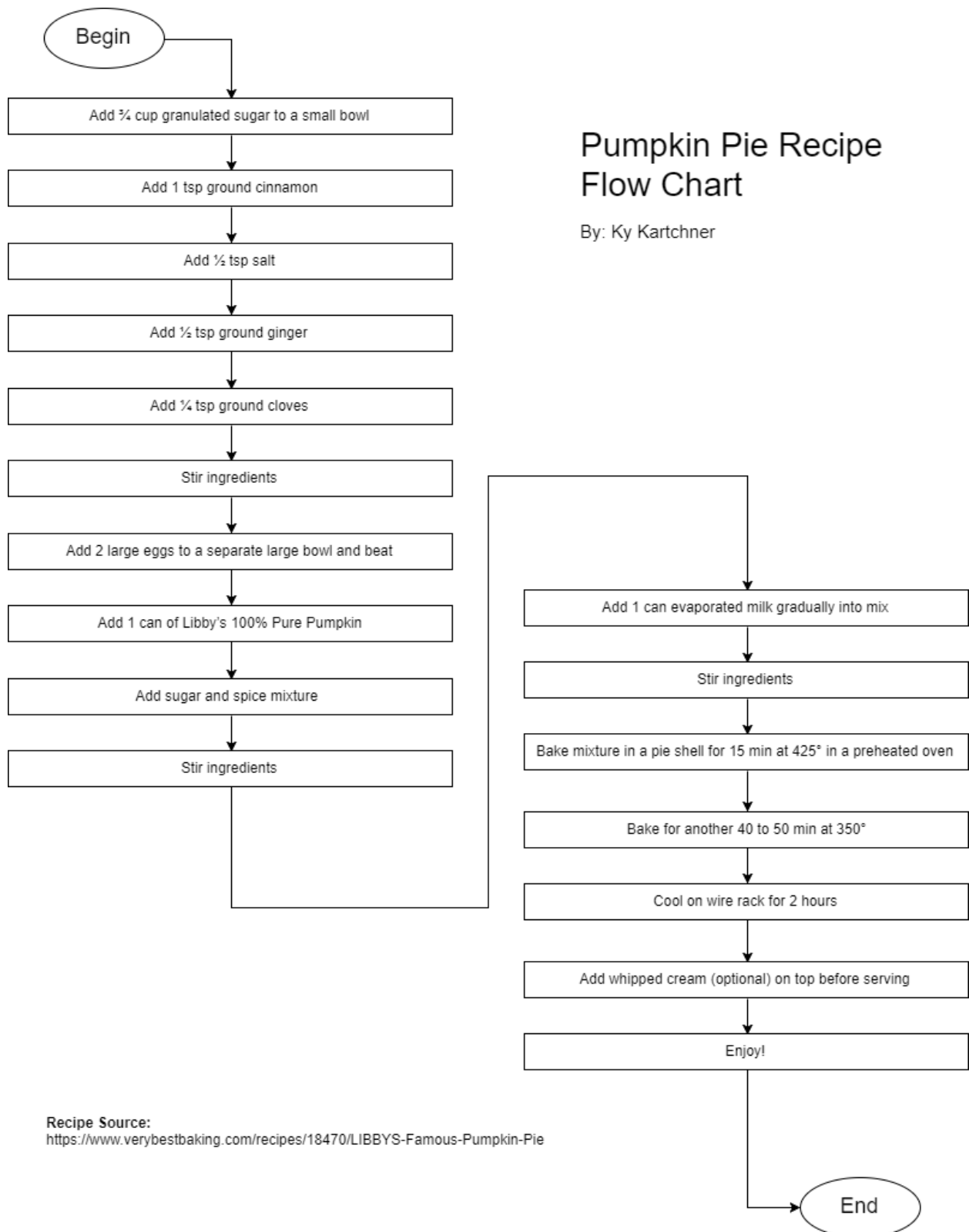


#1

## Flowcharts and Psuedocode – Ky Kartchner



## #2

### Pumpkin Pie Pseudocode:

Begin

Add  $\frac{3}{4}$  cup granulated sugar to a small bowl

Add 1 tsp ground cinnamon

Add  $\frac{1}{2}$  tsp salt

Add  $\frac{1}{2}$  tsp ground ginger

Add  $\frac{1}{4}$  tsp ground cloves

Stir ingredients

Add 2 large eggs to a separate large bowl and beat

Add 1 can of Libby's 100% Pure Pumpkin

Add sugar and spice mixture

Stir ingredients

Add 1 can evaporated milk gradually into mix

Stir ingredients

Bake mixture in a pie shell for 15 min at 425° in a preheated oven

Bake for another 40 to 50 min at 350°

Cool on wire rack for 2 hours

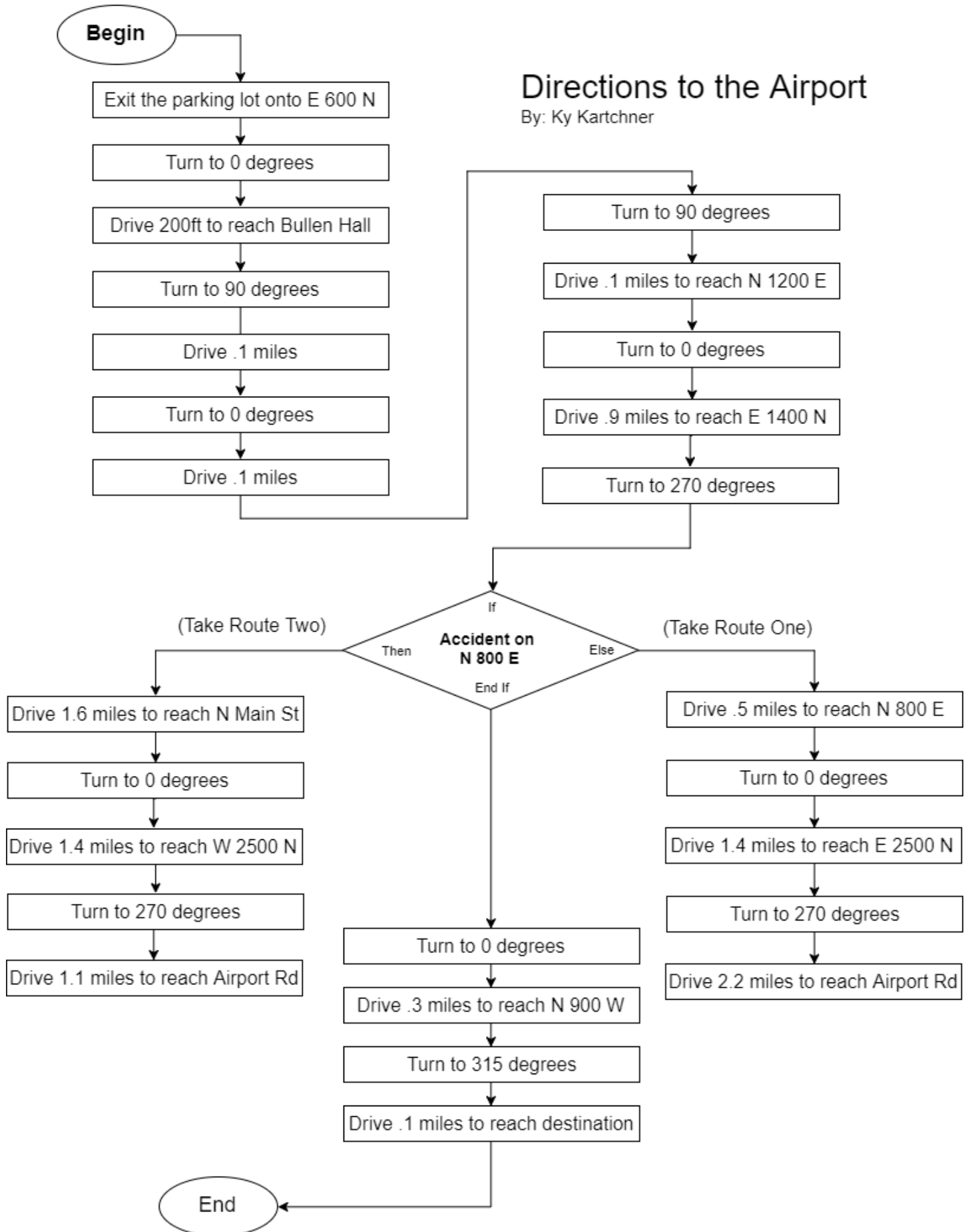
Add whipped cream (optional) on top before serving

End

#3

## Directions to the Airport

By: Ky Kartchner



## #4

Directions to the Airport (starting from the parking lot north of the Engineering Lab)

Begin

Exit the parking lot onto E 600 N

Turn to 0 degrees

Drive 200ft to Bullen Hall

Turn to 90 degrees

Drive .1 miles

Turn to 0 degrees

Drive .1 miles

Turn to 90 degrees

Drive .1 miles to reach N 1200 E

Turn to 0 degrees

Drive .9 miles to reach E 1400 N

Turn to 270 degrees

If accident on N 800 E

(Take Path Two)

Drive 1.6 miles to reach N Main St

Turn to 0 degrees

Drive 1.4 miles to reach W 2500 N

Turn to 270 degrees

Drive 1.1 miles to reach Airport Rd

Else

(Take Path One)

Drive .5 miles to reach N 800 E

Turn to 0 degrees

Drive 1.4 miles to reach E 2500 N

Turn to 270 degrees

Drive 2.2 miles to reach Airport Rd

End If

Turn to 0 degrees

Drive .3 miles to reach N 900 W

Turn to 315 degrees

Drive .1 miles to reach destination

End

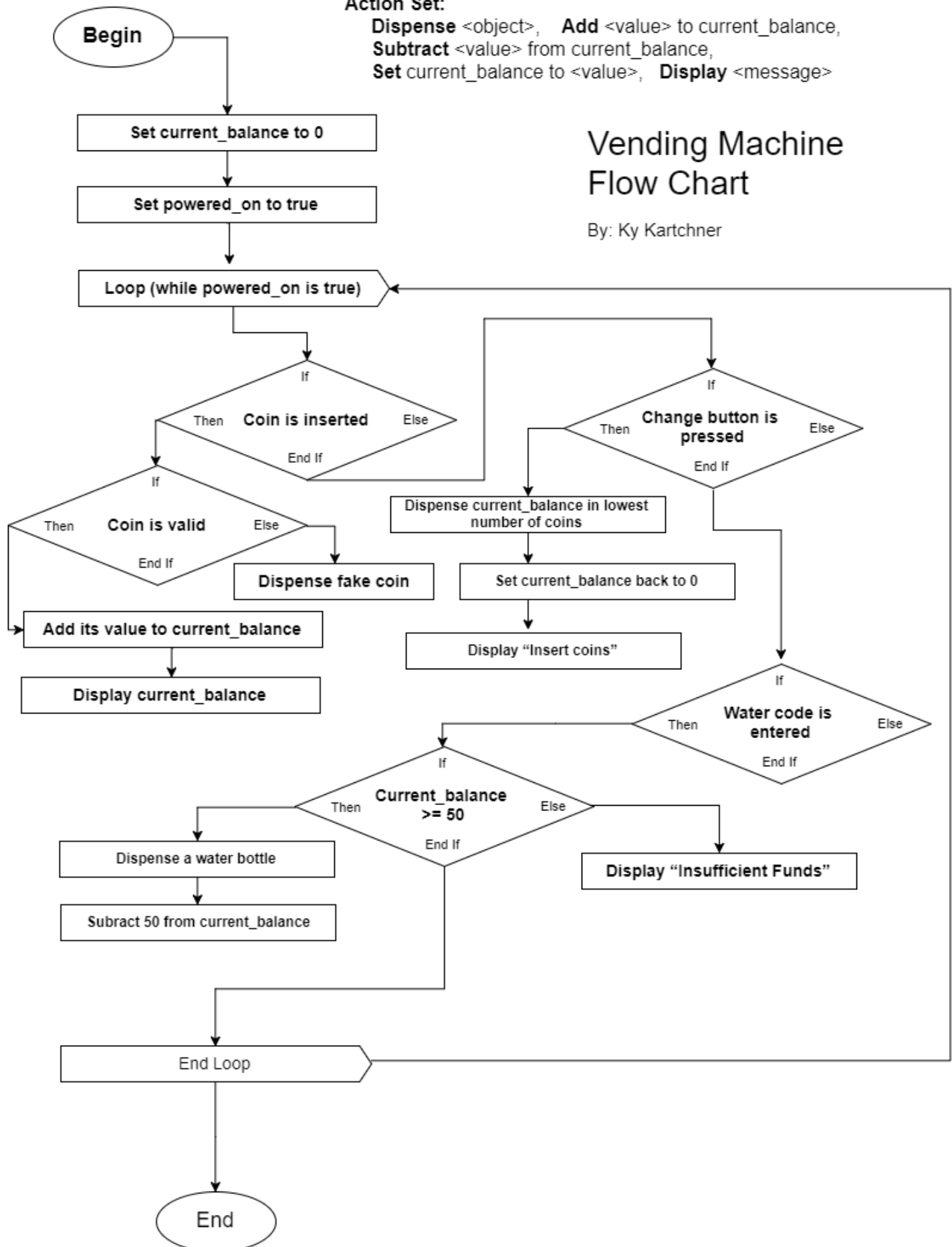
#5

**Action Set:**

**Dispense** <object>, **Add** <value> to current\_balance,  
**Subtract** <value> from current\_balance,  
**Set** current\_balance to <value>, **Display** <message>

## Vending Machine Flow Chart

By: Ky Kartchner



# #6

Vending Machine Psuedocode:

Begin

Set current\_balance to 0

Set powered\_on to true

Loop (while powered\_on is true)

    If coin is inserted

        Determine if it is valid

        If it is valid

            Add its value to current\_balance

            Display current\_balance

        Else

            Dispense the fake coin

        End If

    End If

    If change button is pressed

        Dispense current\_balance in lowest number of coins

        Set current\_balance back to 0

        Display "Insert coins"

    End If

    If water code is entered

        If current\_balance is greater than or equal to 50

            Dispense a water bottle

            Subtract 50 from current\_balance

        Else

            Display "Insufficient Funds"

        End If

    End If

End Loop

End