Calculate Area and Perimeter

Write an Algorithm and draw a Flowchart to Calculate the area and perimeter of a square.

Algorithm:

Step 1: Stant

Step 2: Read length

Step 3: Area - length x length

Step 4: Poimetex = 4 x length

Step 5: Print " area. porimeter"

Step 6: Stop.

Ex. No .: 2

Date: 26/9/24

Days to Year Conversion

Write an Algorithm and draw a Flowchart to convert the given days into years & months.

Algorithm:

Step 1: Start

Step 2 : Input Read days

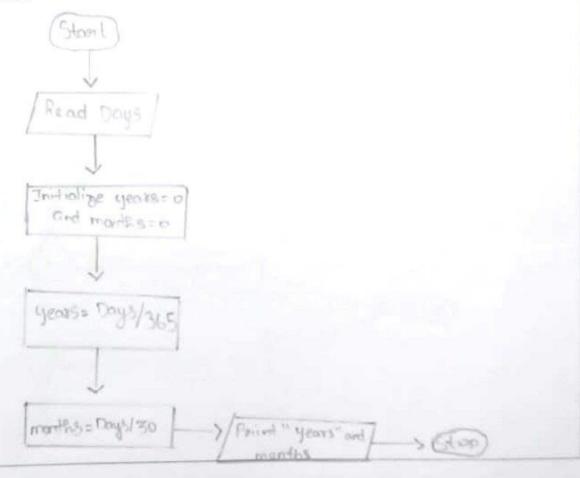
Step 3: Initialize years = 0 and manter = 0

Stop 4: year = Days / 365

Step 5: months = Days 130

Step 6: Perint "years" and "months"

Step 7: Stop.



Prime Number

Write an Algorithm and draw a Flowchart to check whether the given number is Prime or not.

Algorithm:

Stape 1 Stant

Step 2 Read n

Step 3 . get to1

Step 4: If n == 1 then

Print "n is not a Prime Number"

GO to Step 8

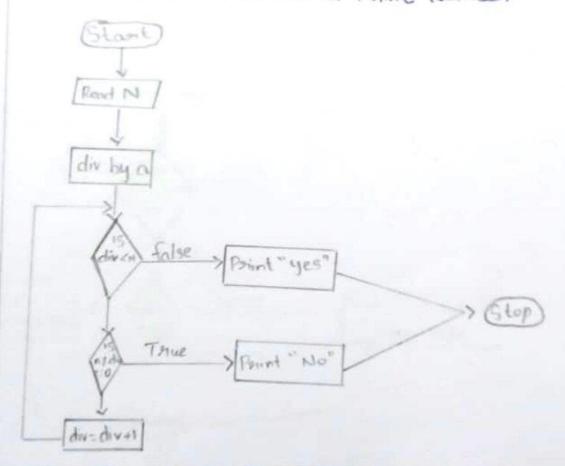
Step 5 : For i = 2 ton-1

Step 6: If n 1 i = = 0 then

Set for + break else go to step 5

Step7 If f == 1 then

Flowchart: Parint "n is not a Parine Number"



Leap Year

Write an Algorithm and draw a Flowchart to check whether the given year is Leap year or not.

Algorithm:

Step : Start

Step = Read year

Step = rem = year / 4

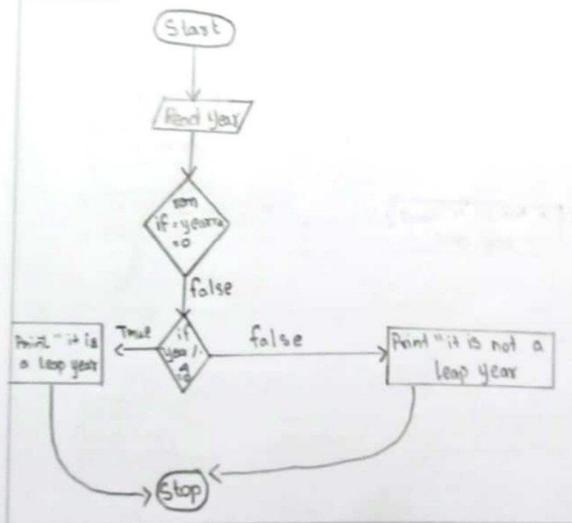
Step = if [nem = 0) then

Print "it is a leap year"

else

Print "it is not a leap year"

Step = Stop :



Palindrome Number

Write an Algorithm and draw a Flowchart to check whether the given number is

Algorithm:

Step 1: Stoort

Step 2 Read the number N

Step 3: Initialize

Set original = n and neversed = 0

Step 4: while n>0

·) Set digit = n mod 10

·) update reversed = neversed x 10 + alight

·) update n=1/10

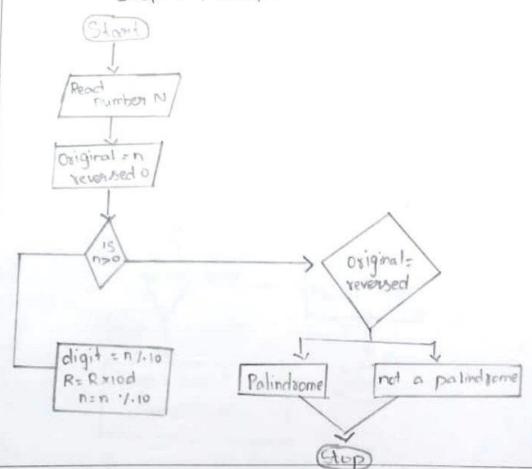
Step 5: if Original = reversed

·) Print "Palindrome"

Step 6: Else:

Flowchart: .) Parint "not Palindsome".

Step 7: Stop.



Write an Algorithm and draw a Flowchart to calculate the sum of digits in the given number.

Algorithm:

Step 1: Stant

Step 2: Get n, from the Usen

Step 3: Initialize Sum is equal to zero

Step 4: check no true go to Step 5 else go to Step 6

Step 5: Sum = Sum + (n.1.10)

Step 6: n=n/10, go to Step 4

Step 7: Paint "Sum"

Step 8: Stop

