



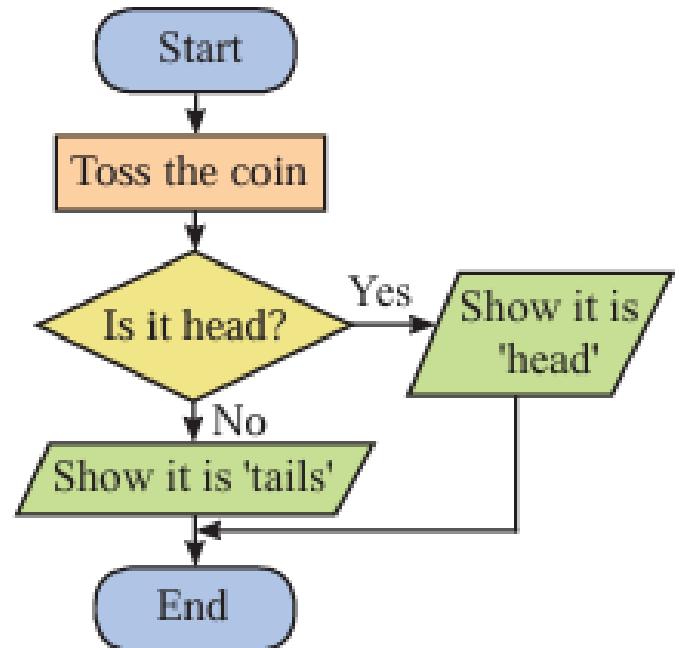
# PROGRAMMING

## GRADE9 LESSON3

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# Simple selection

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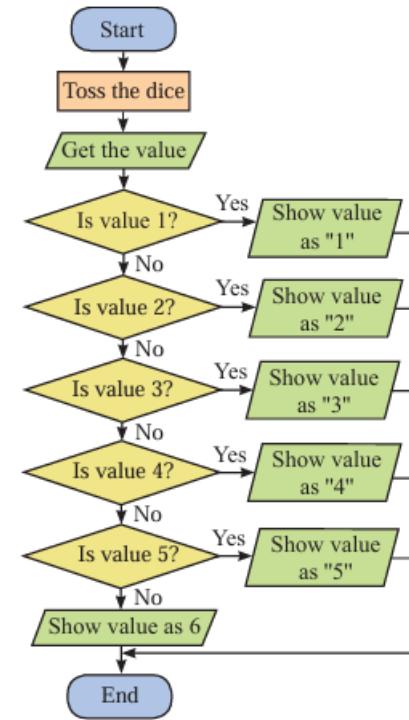
A simple selection is a method where one option is chosen based on a single condition, and the other is chosen if the condition is true.

# Selection out of many options

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Selection out of many options is about selecting one out of more than two options,

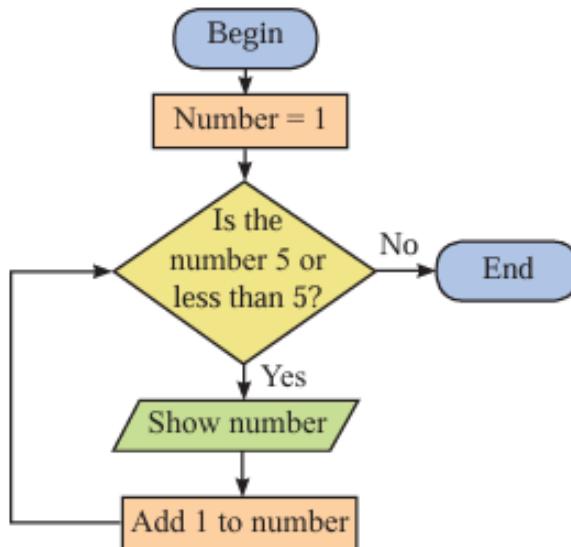
Example Tossing a dice for values of 1 to 6



# Control structure with repetition

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Repetition involves repeated actions based on a condition. In a flowchart, the condition is whether the number equals 5 or less than 5. If true, the repetition begins, adds 1 and checks again. If not, the repetition ends.



Flowchart 3 : Display numbers 1 - 5

Consider a water pump filling water into a tank. The pump is operated until the tank becomes full.

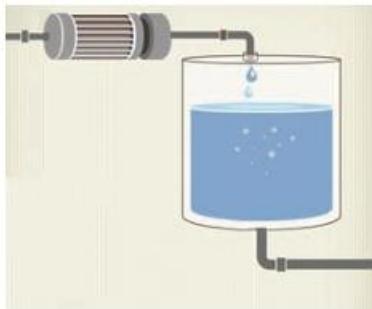
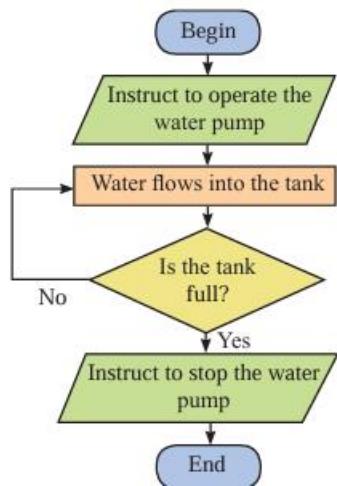
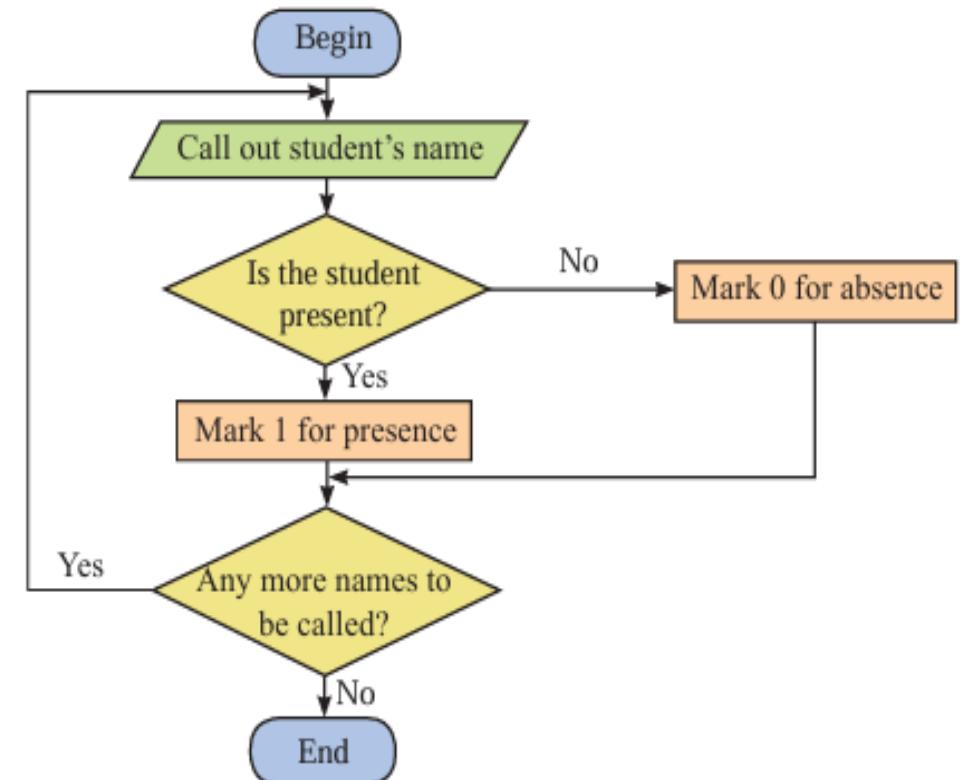


Figure 3.1 : A water pump filling a tank

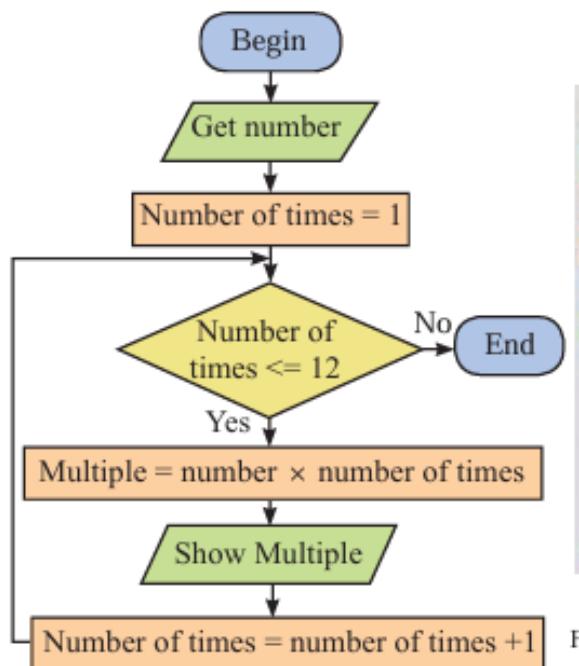
Consider marking attendance of students. If the student is present, the register is marked with 1. If student is absent it is marked with 0.



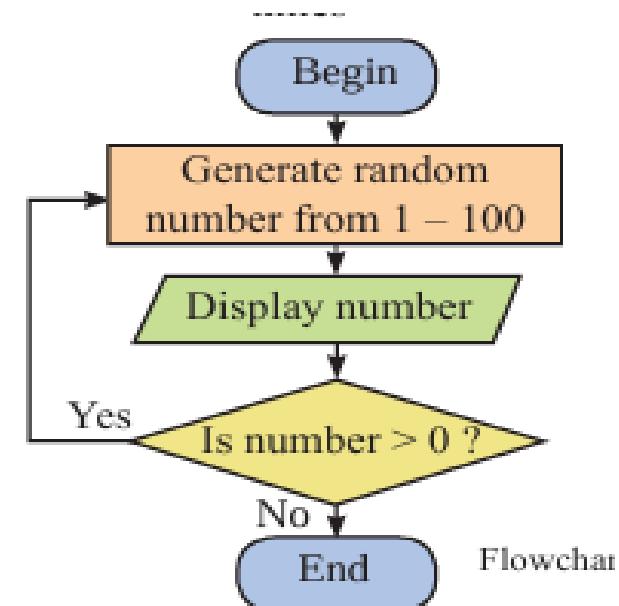
# Developing visual programs involving repetition

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Showing the first multiples of 12 of any number



Displaying random number from 1 to 100, an infinite number of times

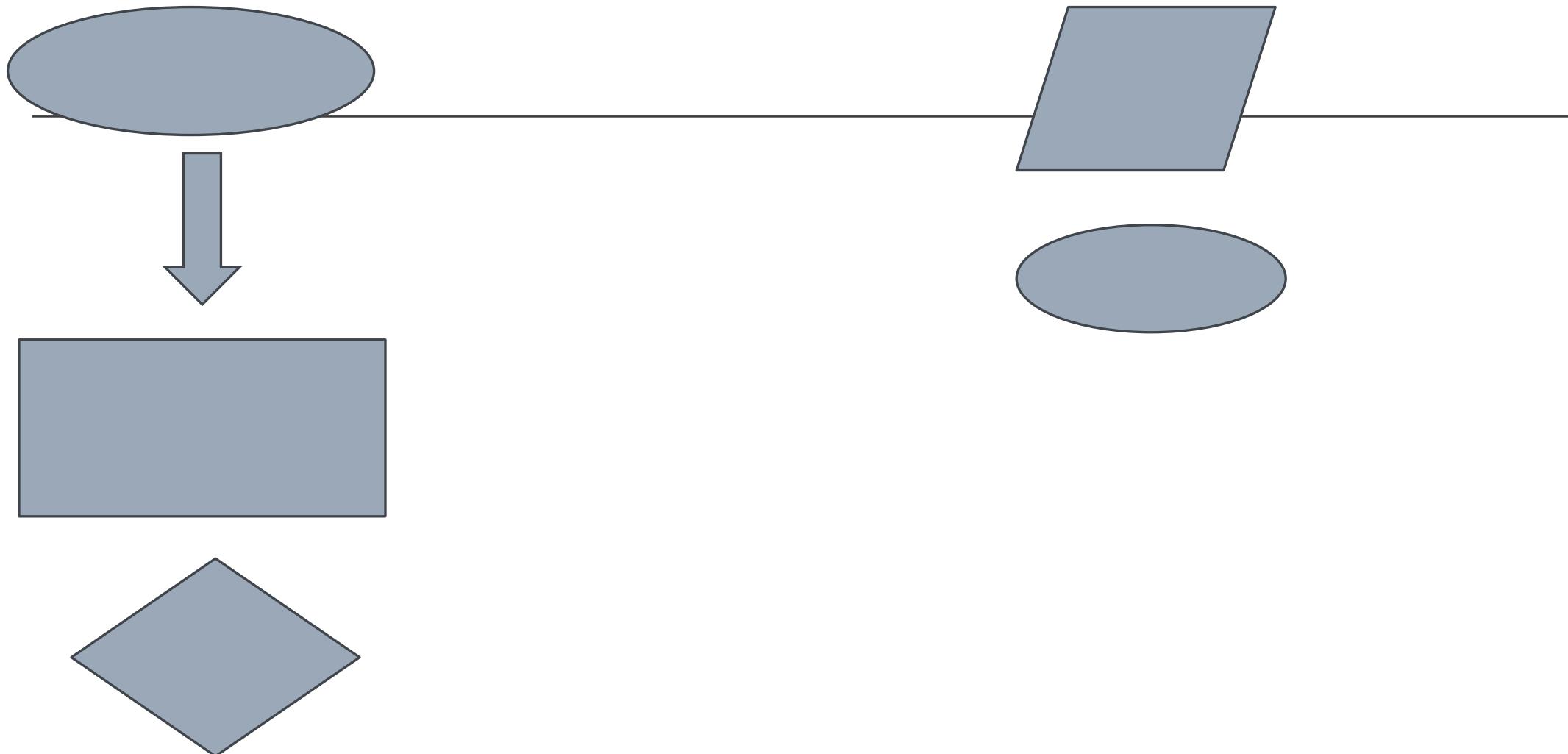


# QUTIONS

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1. To solve this problem, we will take a variable sum and set it to zero. Then we will take the two numbers 10 and 20 as input. Next, we will add both the numbers and save the result in the variable sum i.e., sum  $10 + 20$ . Finally, we will print the value stored in the variable sum
2. To read a marks from student and display "pass" if the marks greater than or equal to 50.create flow chart
3. flowchart to print the even numbers between 9 and 100
4. flowchart for printing odd numbers less than a given number. It should also calculate their sum and count

What is Flowchart symbols name



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THANK YOU.