Introduction to Pseudocode

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Motivation

- · describe programs
- independent of programming language
- intentionally as simple as possible

Definition

Pseudocode is an informal, high-level description of the operation of a computer program or other algorithm

Implications

- use simplest way to describe things
 - even if that is in English
- not executable by a computer
 - · walk-through by humans
 - reasonable

Variable assignment

Variable assignment is indicated by the ← symbol:

$$x \leftarrow 1$$

Variables in pseudocode do not need to be declared

Sequencing

Vertical space

Statements separated by vertical space happen in sequence

$$x \leftarrow 1$$

$$y \leftarrow x$$

$$x \leftarrow 2$$

What value does x have after this? What about y?

Semicolons

Space sometimes gets tight, and more than one thing needs to go on a line. Semicolons separate statements in a sequence:

$$x \leftarrow 1; y \leftarrow x; x \leftarrow 2$$

Conditionals

if

Use **if then** to decide whether to do a sequence or not; end the sequence with **end if**

```
x \leftarrow 0
if x > -6 then
x \leftarrow x + 1
end if
```

What value does x have after this?

Conditional Operators

Use mathematical notation (not code notation) in pseudocode:

```
=, <, >
≤, ≥ (not <=, =>, >=)
∨, ∧, ¬
```

Conditionals

else

Use **else** to delimit a sequence to execute if the conditional is **not** true

```
x \leftarrow 0

if x > 17 then

x \leftarrow x + 1

else

x \leftarrow x - 1

end if
```

What value does x have after this?

Conditionals

else if

Define chains of conditionals using **else if**. At most one of the sequences is executed.

```
x \leftarrow 0
if x > 3 then
x \leftarrow 5
else if x > -3 then
x \leftarrow 7
else if x > -8 then
x \leftarrow 9
else
x \leftarrow 11
end if
```

What is the value of x after this?

Work

1. Reading

- · CLRS, section 2.1
- DPV, sections 0.1, 0.2

2. Quiz

- · available now on learn.gold
- open until 16:00 Friday 12th October
- try multiple times
- mark is $30 + 70 \times (\text{score}/10)^2$