

Tools and Techniques of Problem Analysis

There are 3 techniques for problem analysis:

1. Algorithm
2. Flow chart
3. Pseudo code

Algorithm characteristics



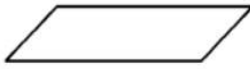


1. **It should have finite number of steps**. No one can be expected to execute infinite number of steps.
2. The steps must be in order and simple
3. **Each step should be defined clearly stated i.e. without un-ambiguity (without doubtfulness)**
4. Must include all required information
5. Should exhibit at least one output

Algorithm	Flowchart	Program
An algorithm is defined as <u>sequence of steps to solve a problem (task)</u> .	<u>A flowchart is pictorial (graphical) representation of an algorithm.</u>	Set of instructions. Instruction is a command to the computer to do some task.
Algorithm can also be defined as a plan to solve a problem and represents its logic.	A picture is worth of 1000 words. We can understand more from picture than words.	Implementation of Algorithm or flowchart

Different algorithms have different performance characteristics to solve the same problem. Some algorithms are fast. Some are slow. Some occupy more memory space. Some occupy less memory space. Some are complex and some algorithms are simple.

Logically algorithm, flowchart and program are the same.

Flow chart Notations:

Name	Symbol	Function
Start/End		Used to markup the starting and ending point
Arrows		Used for connection
Input/Output		Used for input and output information
Process		Used to represent single step
Decision		Used for branching or decision making

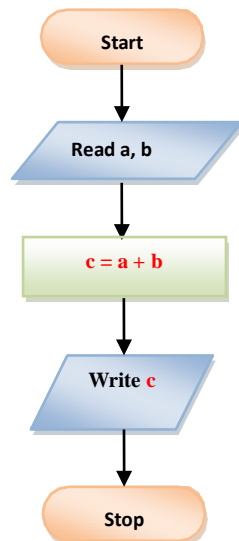
Examples of Algorithms and Flowcharts (with C code)

1. To find sum of two numbers

Algorithm

1. Start
2. Read a, b
3. $c = a + b$
4. Print or display c
5. Stop

Flowchart

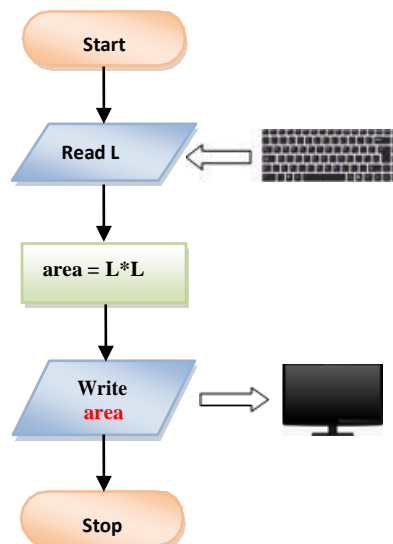


2. Finding Area of the square

Algorithm

1. Start
2. Read length, L
3. $area = L * L$
4. Print or display area
5. Stop

Flowchart

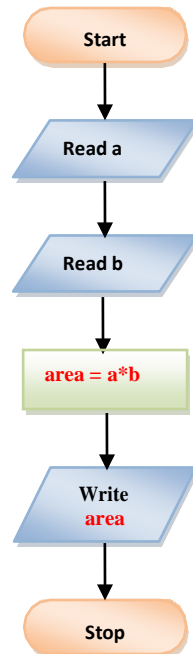


3. Finding Area of the rectangle

Algorithm

1. Start
2. Read side length, a
3. Read side length b
4. $\text{area} = a * b$
5. Print or display **area**
6. Stop

Flowchart

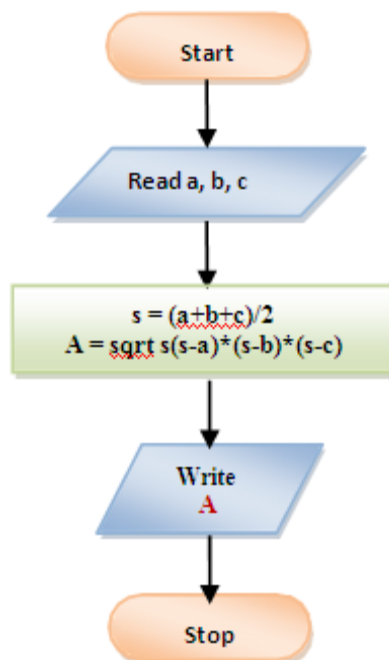


4. Area of a triangle where three sides are given

Algorithm

1. Start
2. Read a, b, c
3. $s = (a+b+c)/2$
4. $A = \sqrt{s(s-a)(s-b)(s-c)}$
5. Print or display **A**
6. Stop

Flowchart

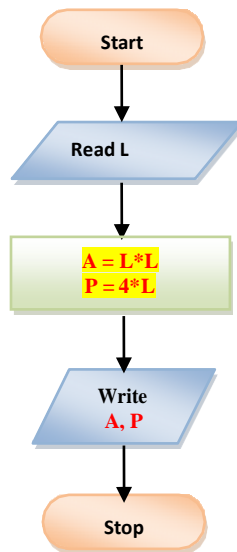


5. Find the area & perimeter of a square

Algorithm

1. Start
2. Read length L
3. Area $A = L * L$
4. Perimeter $P = 4 * L$
5. Print or display A,P
6. Stop

Flowchart

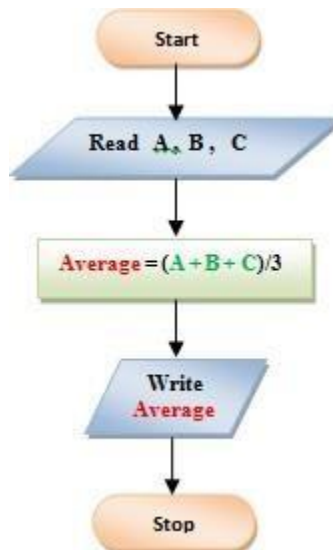


6. Calculating the average for 3 numbers

Algorithm

1. Start
2. Read 3 numbers A, B, C
3. Calculate the average by the equation:
 $Average = (A + B + C) / 3$
4. Print average
5. Stop

Flowchart

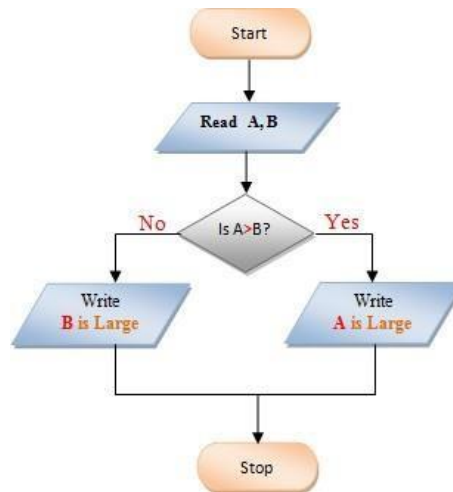


7. Greatest of two numbers

Algorithm

1. Start
2. Read A,B
3. If $A > B$ then
 Print A is large
 else
 Print B is large
4. Stop

Flowchart

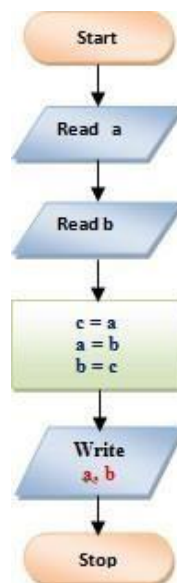


8. Interchange the value of two numbers

Algorithm

1. Start
2. Read two values into two variables a, b
3. Declare third variable, c
 $c = a$
 $a = b$
 $b = c$
4. Print or display a, b
5. Stop

Flowchart

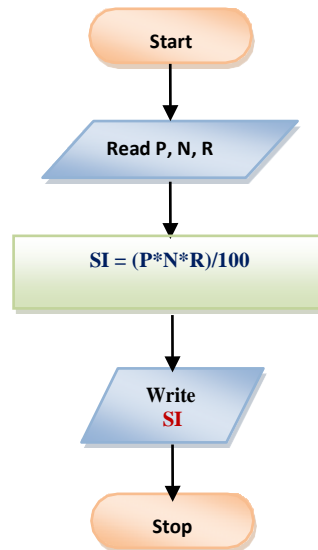


9. Calculate simple interest using the expression ($SI = PNR/100$)

Algorithm

1. Start
2. Read P, N, R
3. $SI = (PNR)/100$
4. Print SI
5. Stop

Flowchart

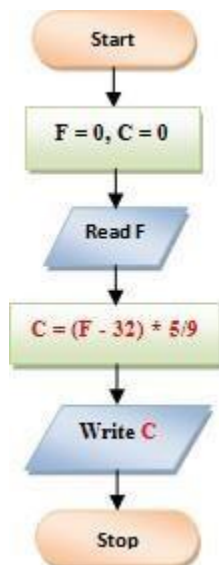


10. Convert temperature from Fahrenheit to Celsius

Algorithm

1. Start
2. Initialize F = 0, C = 0
3. Read F
4. $C = (F - 32) * 5/9$
5. Write C
6. Stop

Flowchart

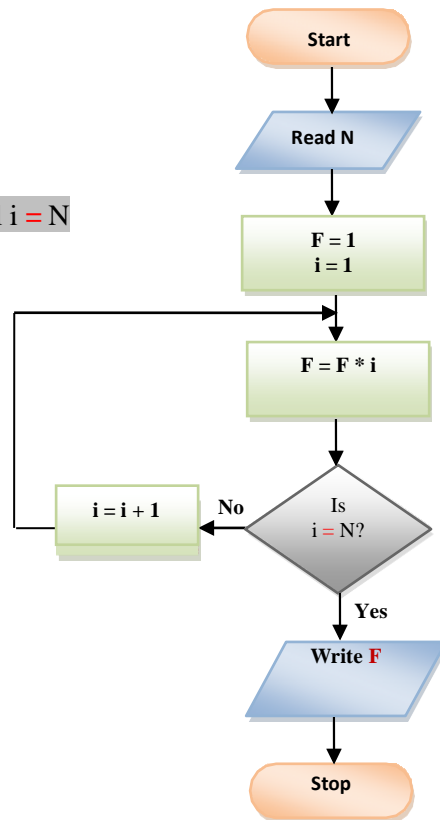


11. Draw a flowchart for computing factorial N, where $N! = 1 * 2 * 3 * \dots * N$

Algorithm

1. Start
2. Read N
3. Initialize $F = 1$, $i = 1$
4. $F = F * i$
5. Increment i by 1
6. Repeat step 4 & 5 until $i = N$
7. Print F
8. Stop

Flowchart

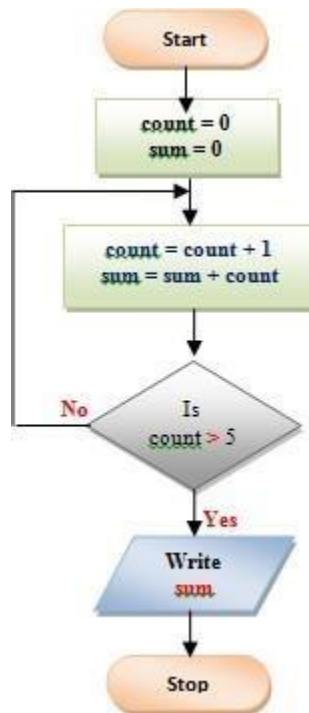


12. Find the Sum of First Five Natural Numbers

Algorithm

1. Start
2. Initialize $\text{count} = 0$, $\text{sum} = 0$
3. $\text{count} = \text{count} + 1$
4. $\text{sum} = \text{sum} + \text{count}$
5. Repeat steps 3,4 until $\text{count} > 5$
6. Print sum
7. Stop

Flowchart

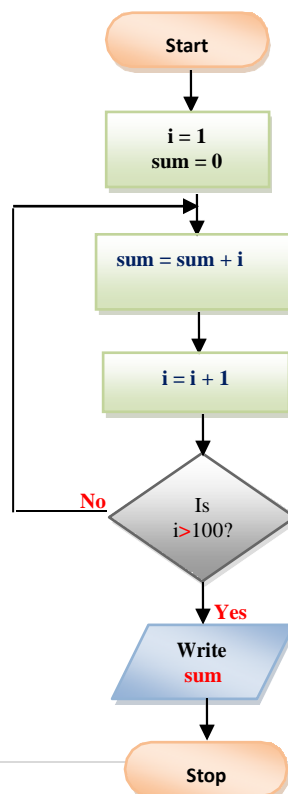


13. Calculating sum of integers 1 to 100

Algorithm

1. Start
2. Initialize $i = 1$, $\text{sum} = 0$
3. $\text{sum} = \text{sum} + i$
4. Increment i by 1
5. Repeat steps 3 & 4 until $i > 100$
6. Print sum
7. Stop

Flowchart

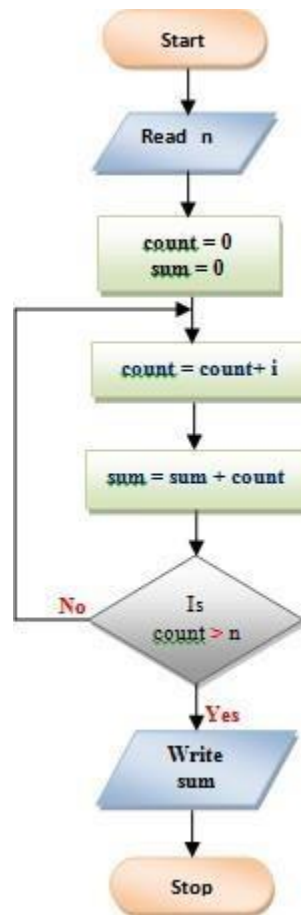


14. To find the sum of n natural Numbers

Algorithm

1. Start
2. Read n
3. count=0
4. sum=0
5. $\text{count} = \text{count} + 1$
6. $\text{sum} = \text{sum} + \text{count}$
7. Repeat steps 5 & 6 until $\text{count} > n$
8. Print sum
9. Stop

Flowchart

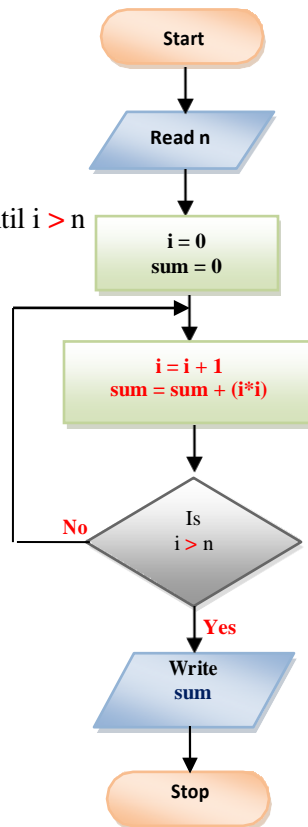


15. Sum of squares of n natural numbers

Algorithm

1. Start
2. Read n
3. $i = 0$, $\text{sum} = 0$
4. $i = i + 1$
5. $\text{sum} = \text{sum} + (i*i)$
6. Repeat steps 4 and 5 until $i > n$
7. Print sum
8. Stop

Flowchart

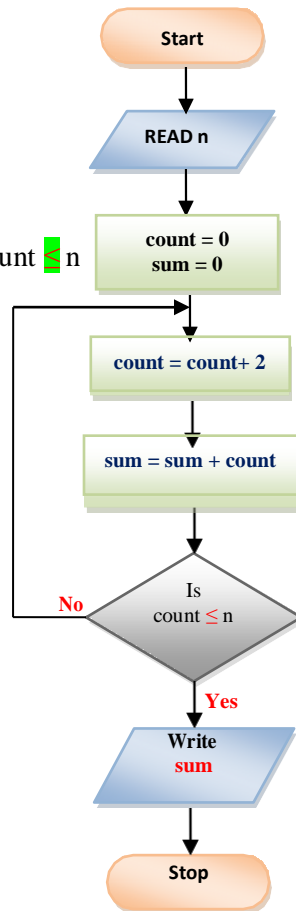


16. **To find the sum of all even numbers up to 'n'**

Algorithm

1. Start
2. Read n
3. count=0
4. sum=0
5. count = count + 2
6. sum = sum + count
7. Repeat steps 5 & 6 until count \leq n
8. Print sum
9. Stop

Flowchart

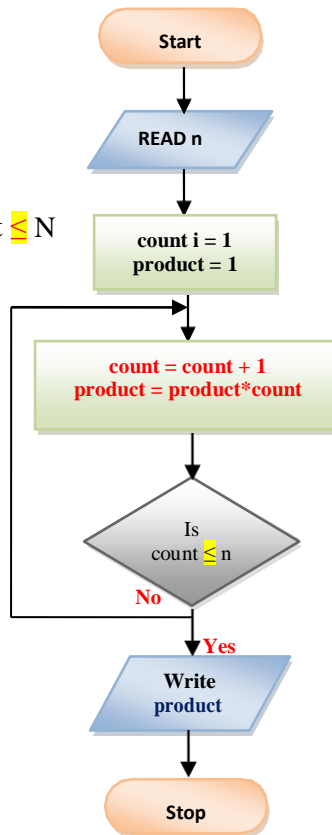


17. To find Product of numbers up to N

Algorithm

1. Start
2. Read n
3. count i = 1
4. product = 1
5. product = count * product
6. count = count + 1
7. Repeat steps 5,6 until count \leq N
8. Print product
9. Stop

Flowchart

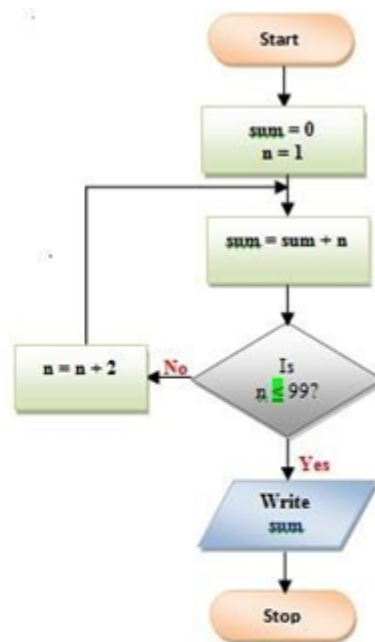


18. Sum of first 50 odd numbers

Algorithm

1. Start
2. $\text{sum}=0$, $n = 1$
3. $\text{sum}=\text{sum} + n$
4. $n = n + 2$
5. Repeat steps 4 and 5 until $n \leq 99$
6. Print sum
7. Stop

Flowchart



Initial count = 0, sum = 0	
count	sum = sum + count
1	sum = 0 + 1 = 1
2	sum = 1 + 2 = 3
3	sum = 3 + 2 = 5
4	sum = 5 + 2 = 7
5	sum = 7 + 2 = 9
Up to n <= 99	