DSA

12/04/22 20:57

Problem Solving

Programming
- Program
  - Set of instructions

HLL ✕ Computer (0/1)
Translator
Compiler

H/W
- Compiler
- Interpreter
- Java - JVM etc.

Problem

- Read and Understand
- prepare a list what is provided
- Approach
- program

(optimize code)

Rough Approach Representation / Visual Representation ⇒
pseudo code (fake)
Flowchart (Diagramatic Representation)

Components of Flowchart

↳ Terminator START or END

↳ I/O Block read x or print a

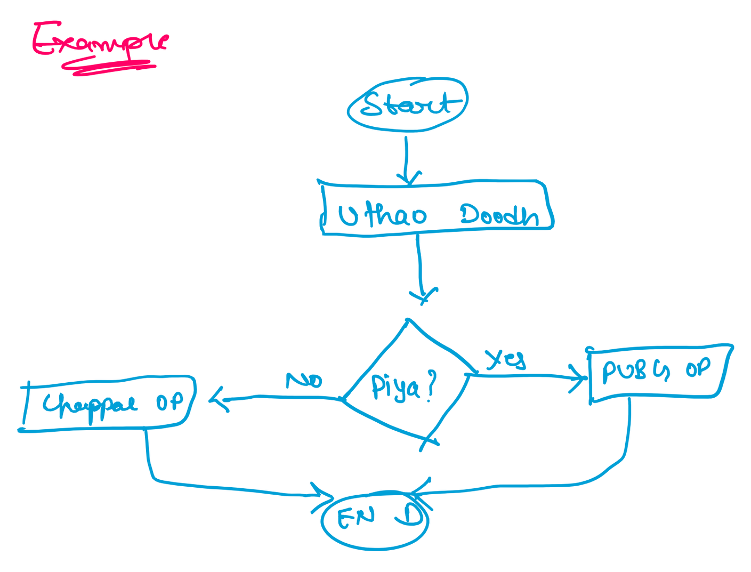
↳ process Block ⇒ Calculation / process

↳ Decision Making No / Yes (with condition)

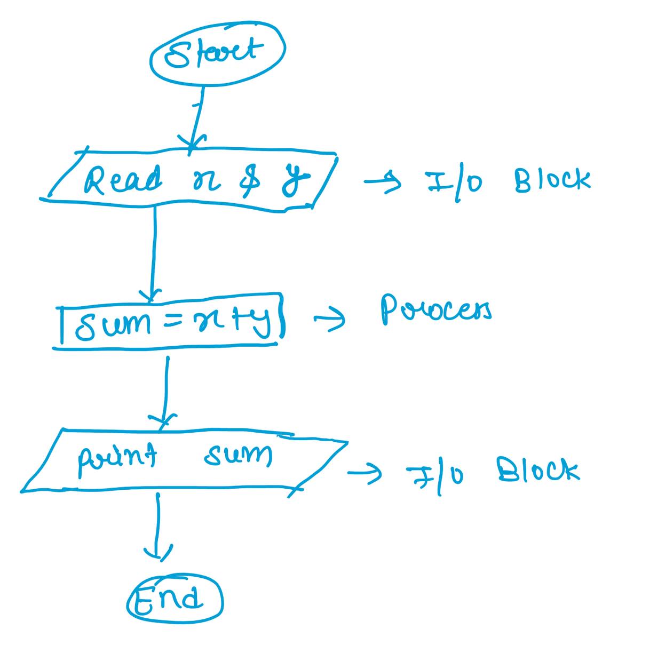
↳ arrow ↑↓ to show flow

↳ connector (A) functions

Example



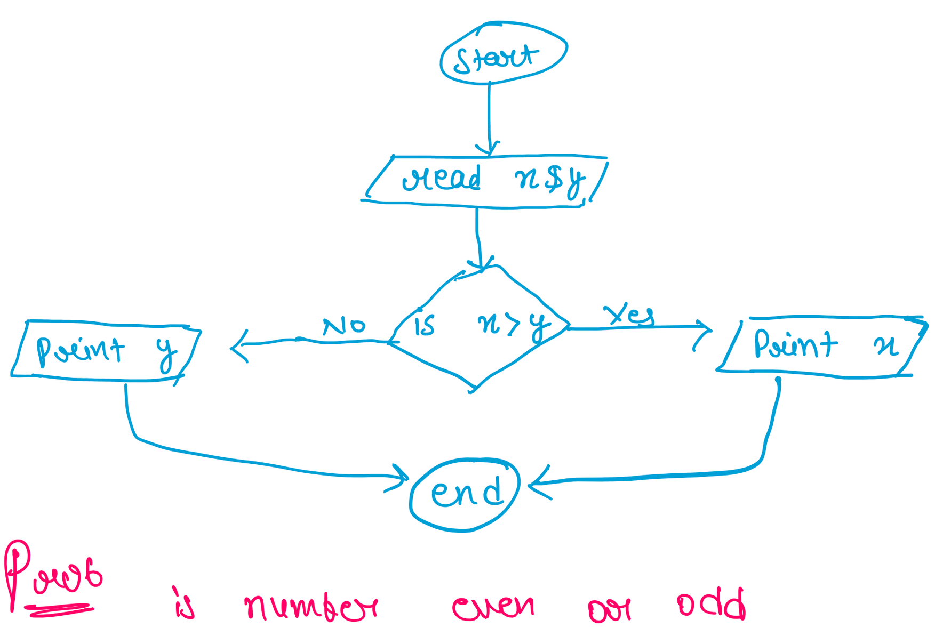
Flowchart for adding two numbers



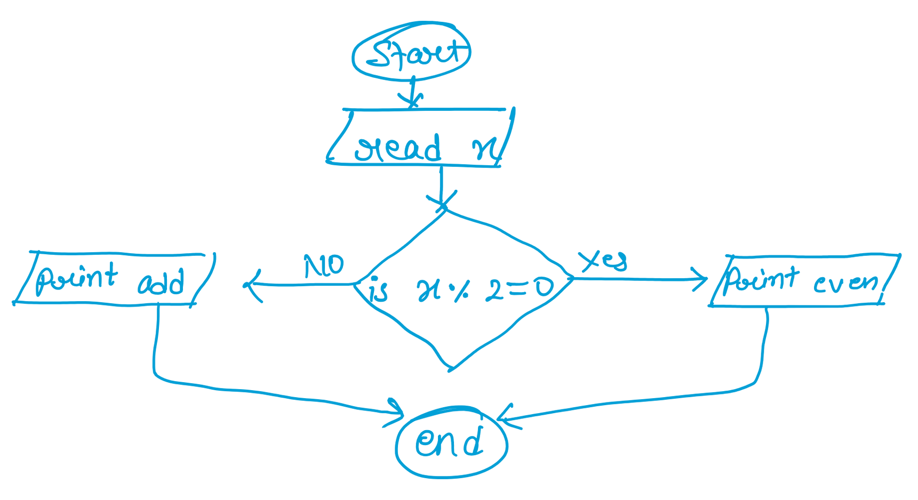
⇓

Pseudo code
→ read x & y
→ sum = x+y
→ Print sum

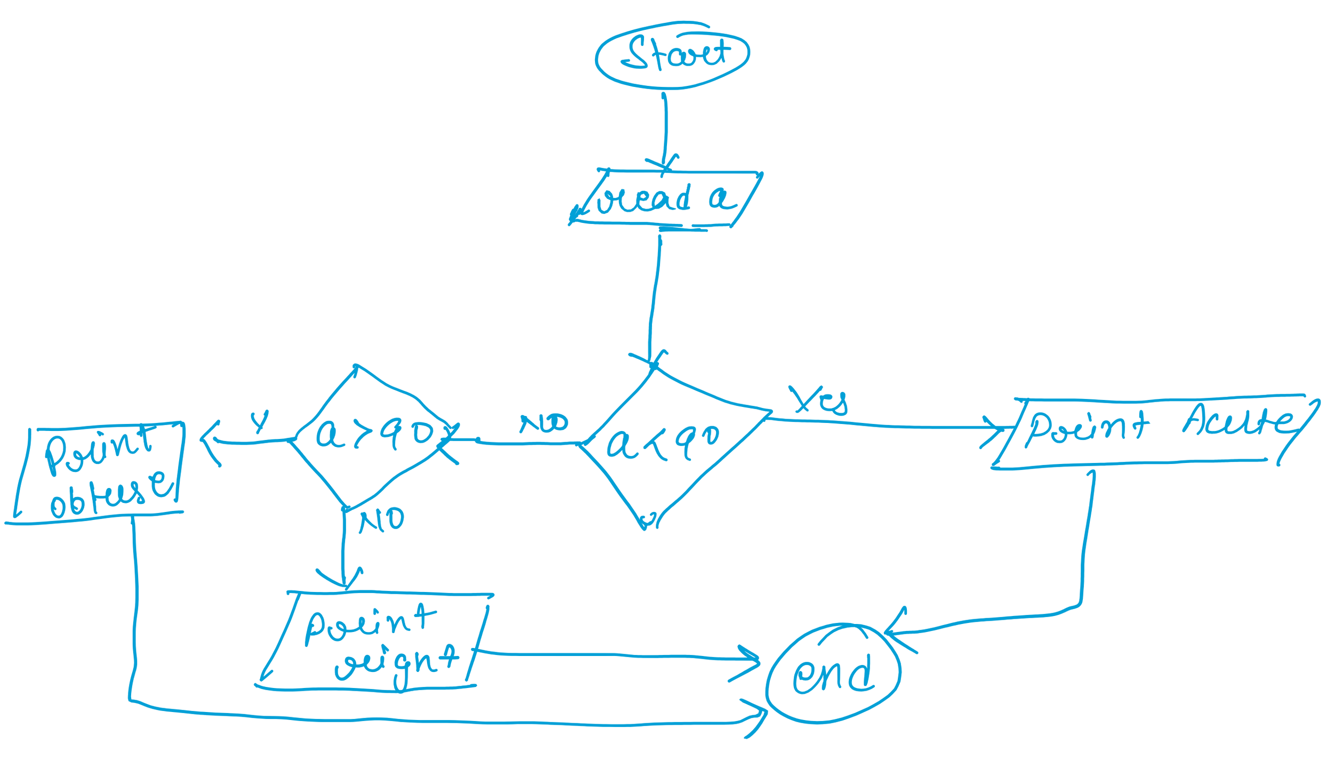
Prob Max of 2 Numbers



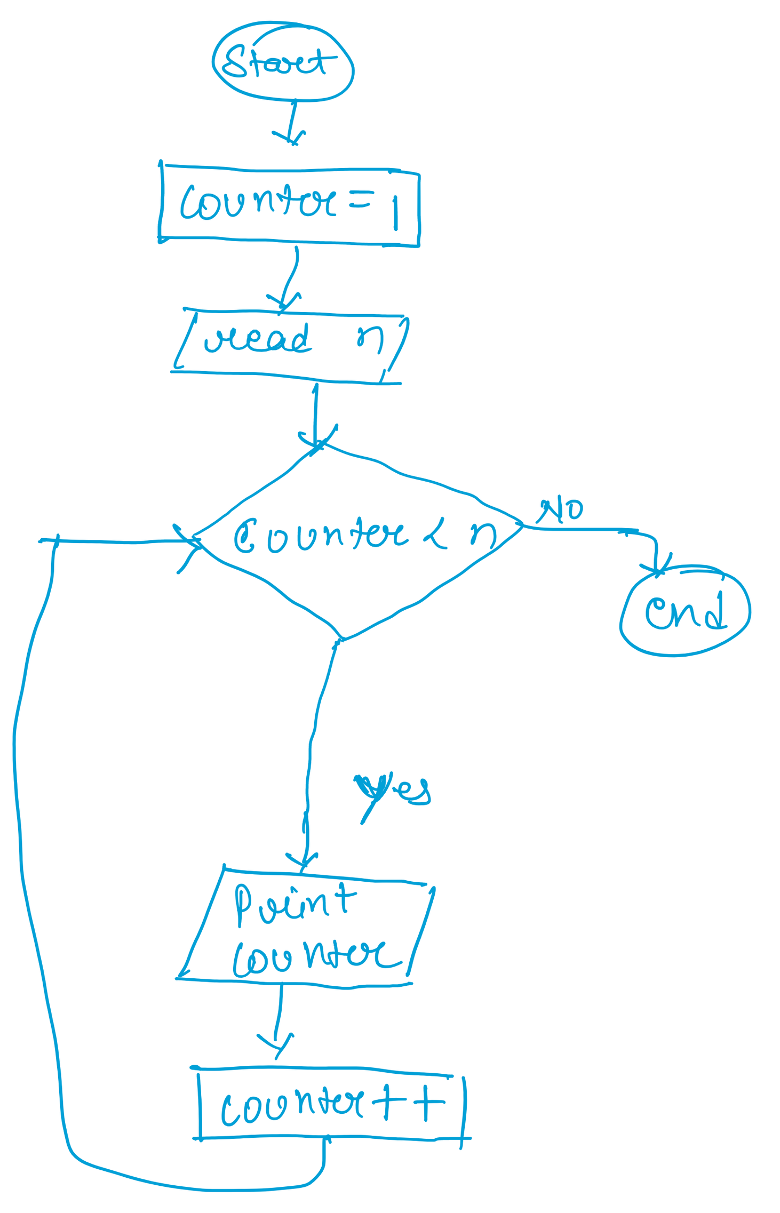
Prob is number even or odd



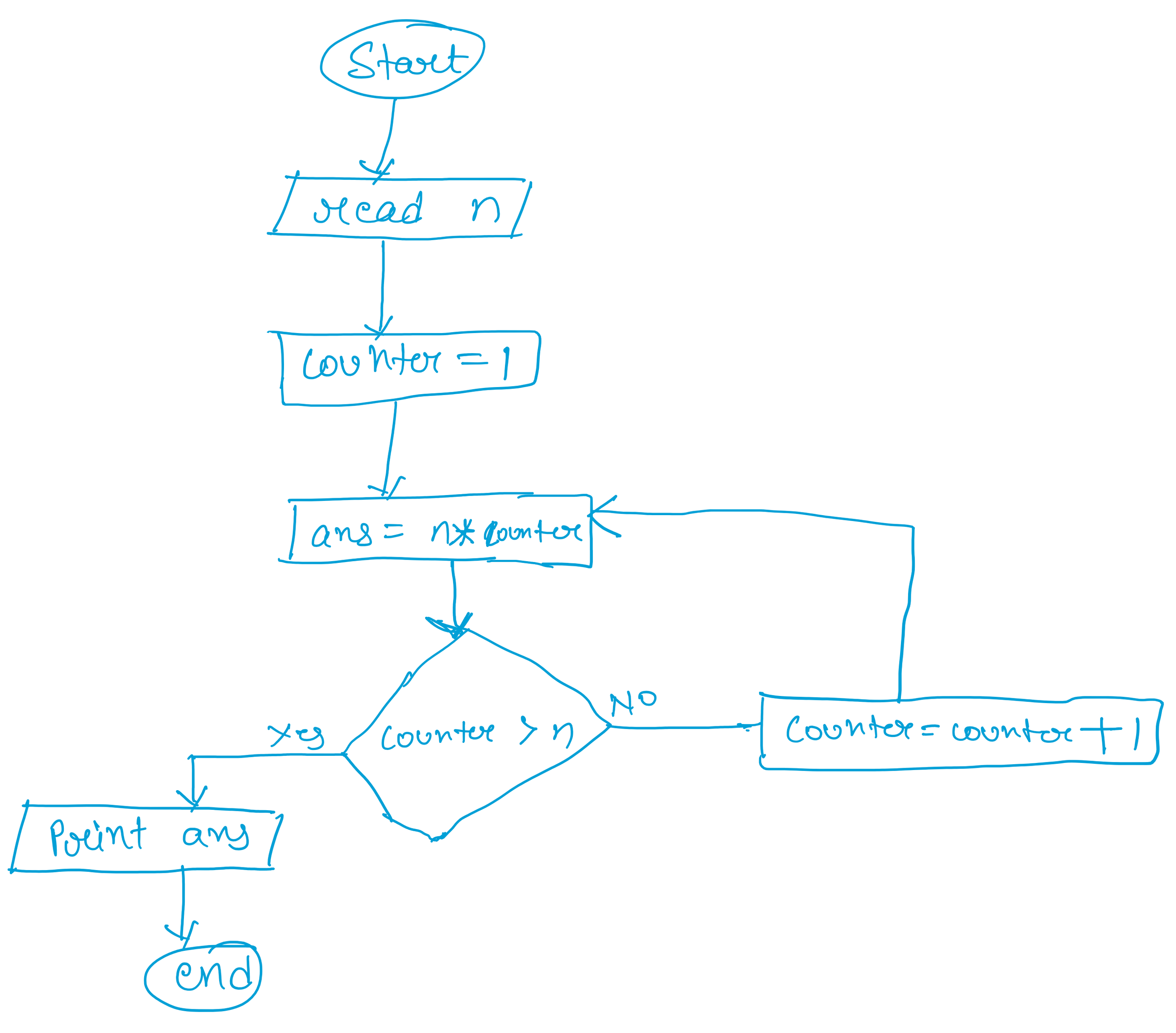
Prob Angle is Right, Acute or obtuse



Prob print count till n



Prob Factorial of a number



Prob prime no. or not ?
↳ Khud se Divide hoke reminder 0