

29-11-2021

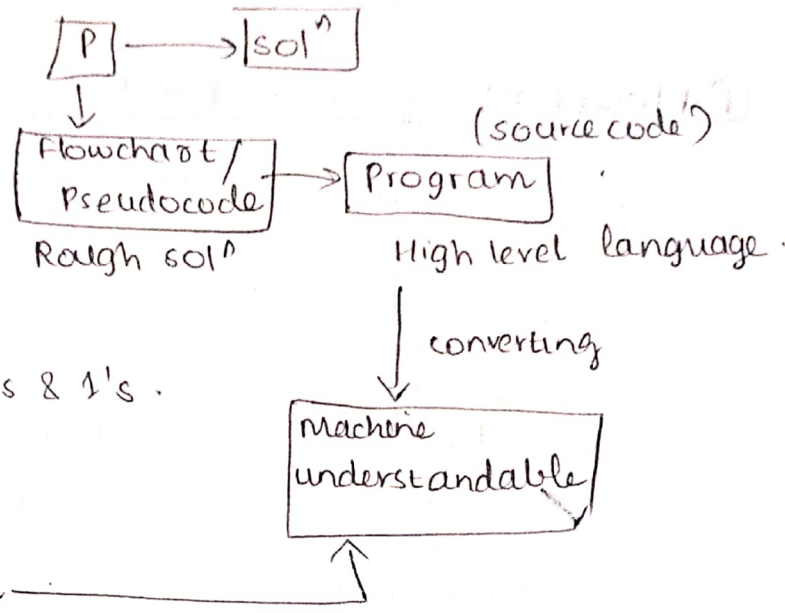
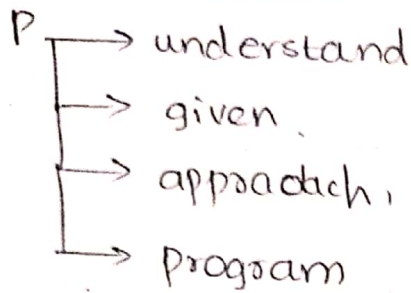
DSA - Lovebabbar

C++

Notes

Day 1:-

Problem Solving



→ computer understands 0's & 1's.

Ex:-

Program:- taking 2 inputs a & b

Printing it's sum

=> Flowchart:-

Diagrammatic representation of approach

① components:-

① start/end → terminator, tells start & end

② Read a → used for I/P & O/P. [Print "Hello"]

③ $i = i + 1$ → Process [ex:- calculation]

④ Decision making [if $i = 0$]

↓

has only 2 O/Ps

no → Print $i! = 0$

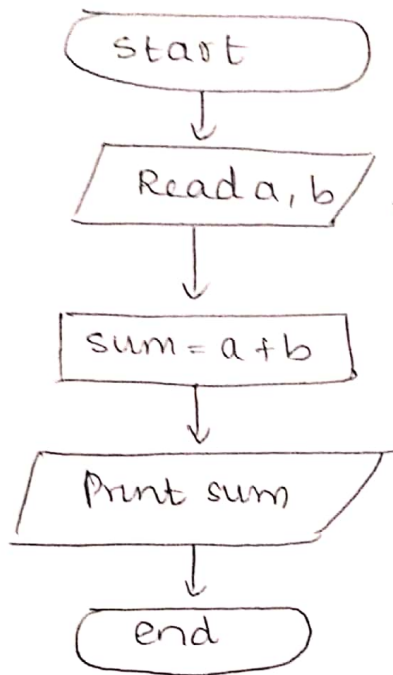
yes → end

⑤ $\downarrow \uparrow \rightarrow$ arrows [flow ko batane]

⑥ (A) \rightarrow connection [used in fⁿs]

① Flowchart of sum of 2 no's:-

\rightarrow Given a, b where $a = 5$ and $b = 10$ & $\text{sum} = 15$



memory k andar 2 blocks

hangaye

5
a

10
b

$\text{sum} = a + b$

$\text{sum} = 15$

15
sum

Pseudocode:-

(nakli)

\rightarrow It is way of representing a logic \rightarrow which is general.

\rightarrow remains same for every language.

Pseudocode for sum of 2 no's:-

\rightarrow Read 2 no's, a & b

$\rightarrow \text{sum} = a + b$

\rightarrow print sum

\rightarrow read a

\rightarrow read b

$\rightarrow \text{let sum} = 0$

$\rightarrow \text{sum} = a + b$

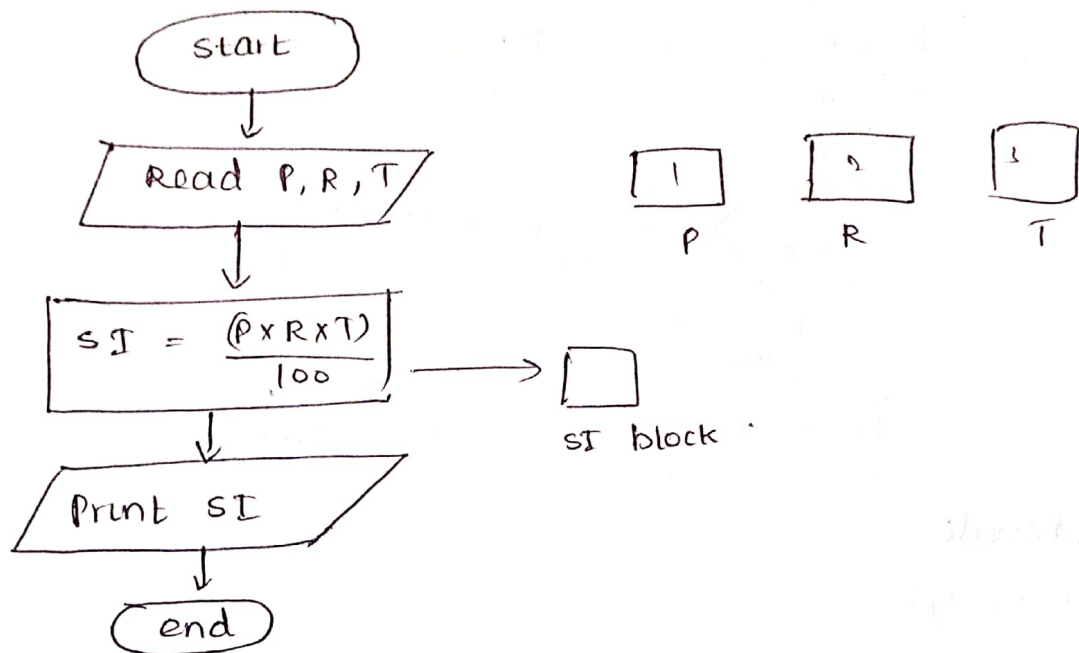
\rightarrow print sum

\rightarrow Pseudocode is right when it leads to same code

sadiyal

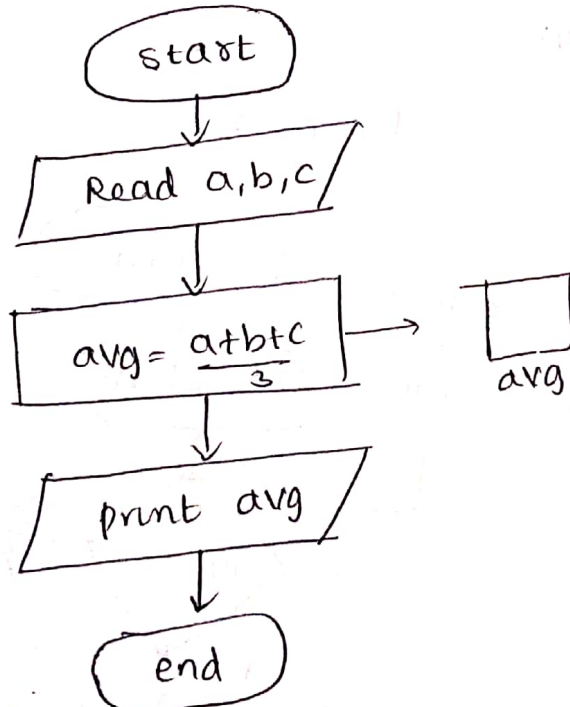
② Flowchart for calculating simple interest:-

$$S.I = \frac{P \times R \times T}{100}$$

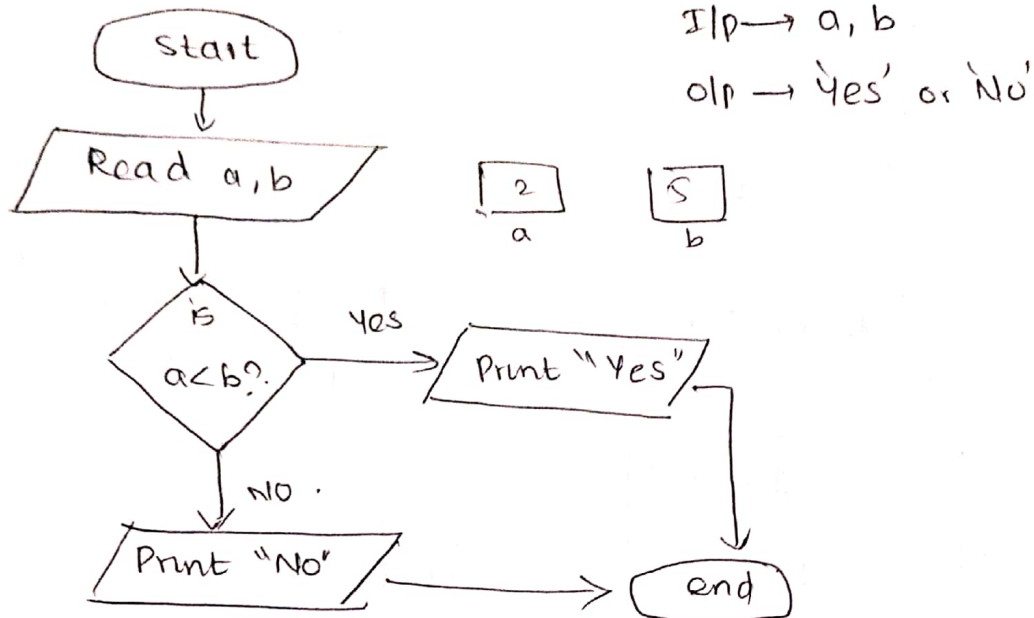


③ Flowchart for average of 3 no's:-

$$avg = \frac{a+b+c}{3}$$



④ Flowchart to know If $a < b \rightarrow$ print 'Yes' or 'No':-



Pseudocode:-

\rightarrow Read a, b
 \rightarrow If $a < b$
 Print Yes
 \rightarrow else
 Print No

⑤ Flowchart for Odd or Even:-

$\%$ operator \rightarrow gives rem

Ex: $n = 3$

Ex: $5 \% 3 \rightarrow 2$

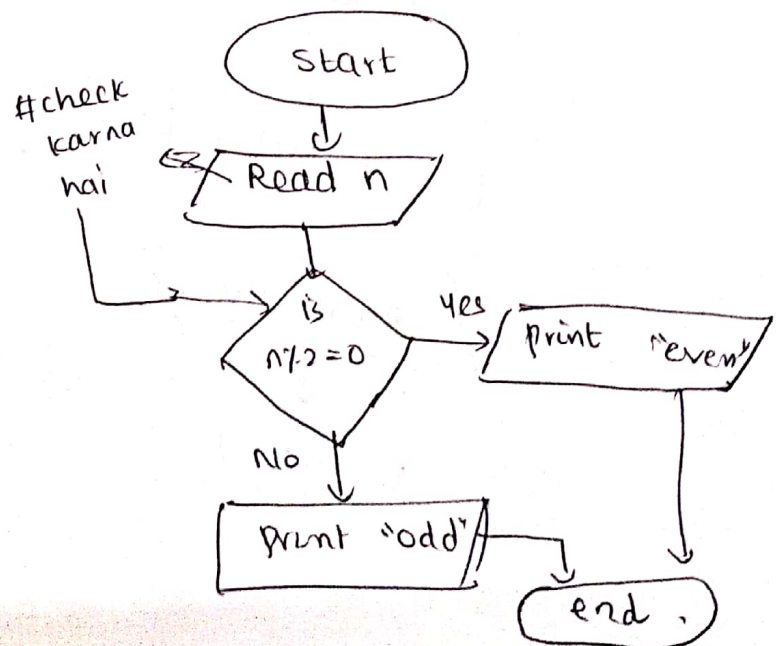
$6 \% 2 \rightarrow 0$

$n \% 2 = 0 \rightarrow \text{even}$

$n \% 2 = 1 \rightarrow \text{odd}$

Ex: $6 \% 2 = 0$

$7 \% 2 = 1$



Pseudocode:-

→ Read as n

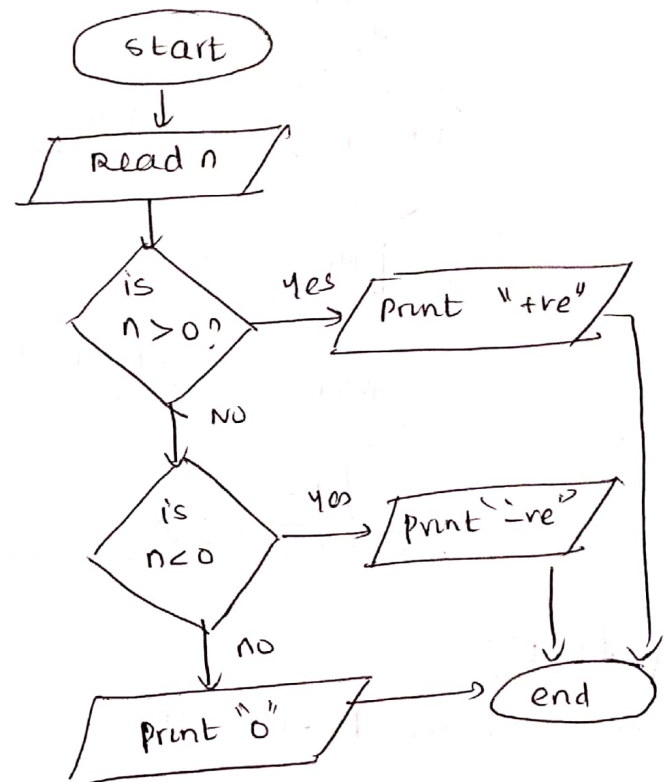
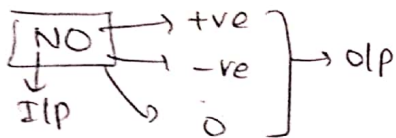
→ if $n \% 2 = 0$:

print even

→ else

print odd

⑥ Flowchart for determining whether given number is +ve, -ve or 0 :-



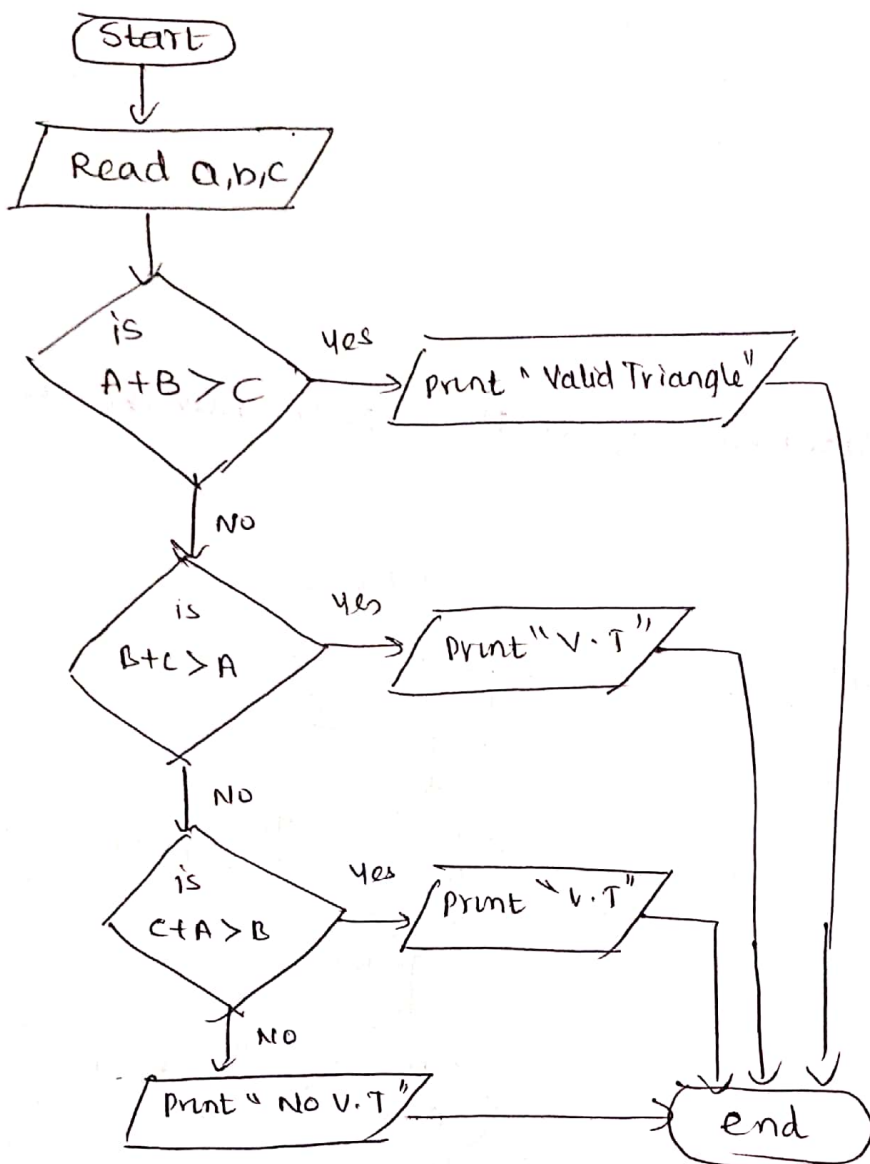
⑦ flowchart for determining given triangle is valid triangle or not

Hw

$$A + B > C$$

$$B + C > A$$

$$C + A > B$$



Loops:-

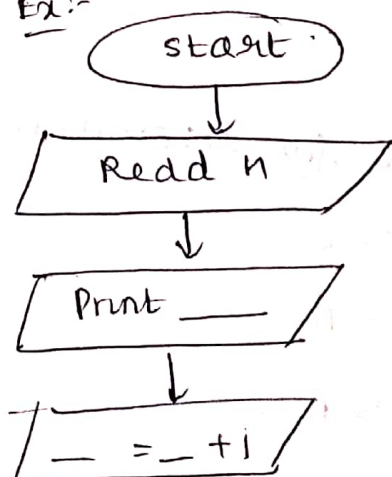
③ Given no, N → as I/P.

→ asked to print 1 to N

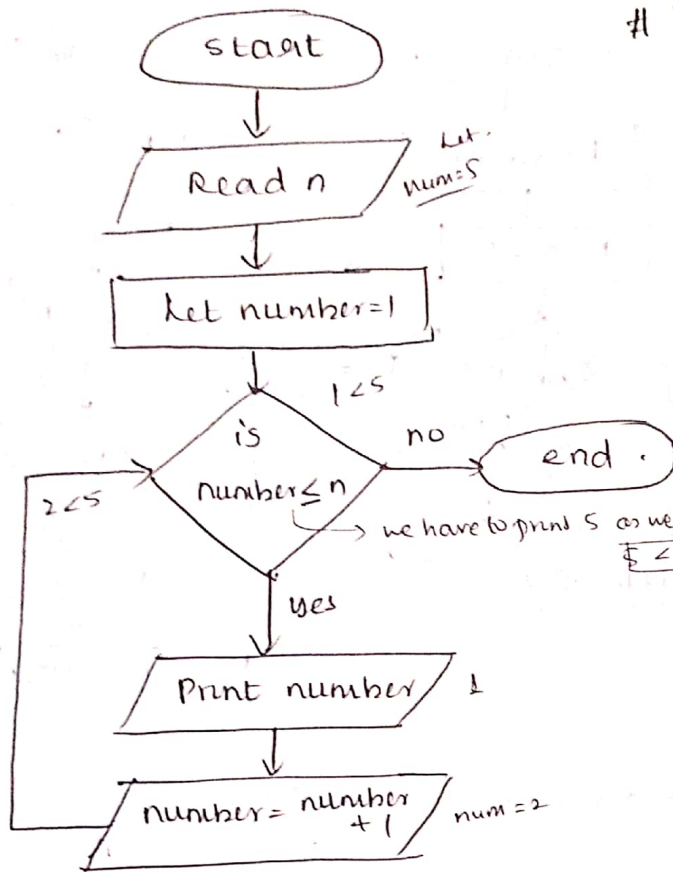
ex:- I/P → n = 5

O/P → 1, 2, 3, 4, 5

basu
Ex:-



O/P:- 1, 2, 3, 4, 5



Ek number = 1, leke 5 ku stop karna hai

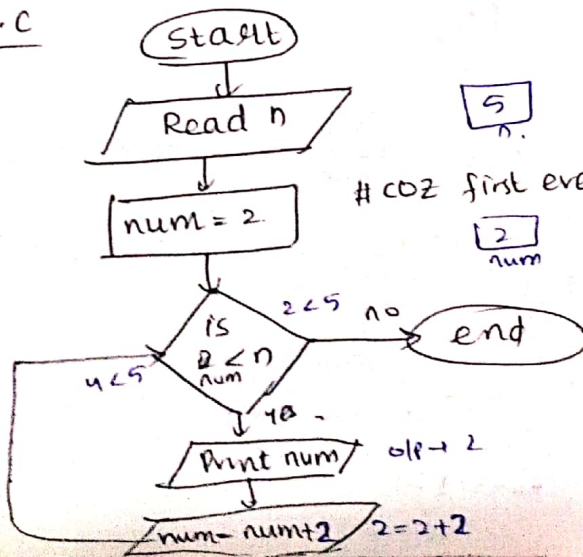
⑨ Print all even numbers from 1 to N:-

1 to n → even no's print

Let's say : I/p → n → 5

O/P → 1, 2, 3, 4, 5
 ↓
 Print 2, 4

F.C



Logic

number = 2

2 < n.

2 ✓

2 + 2 = 4

4 < n ✓

4 + 2 = 6

6 < n ✓

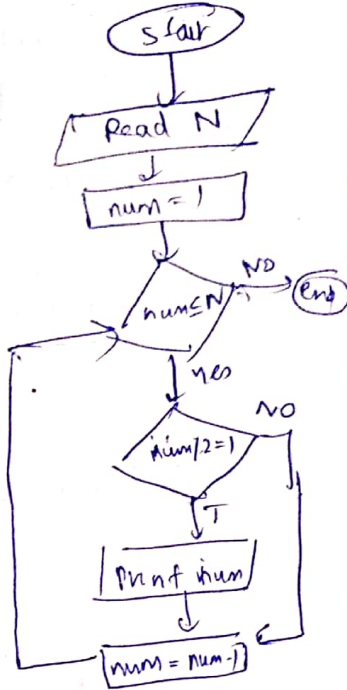
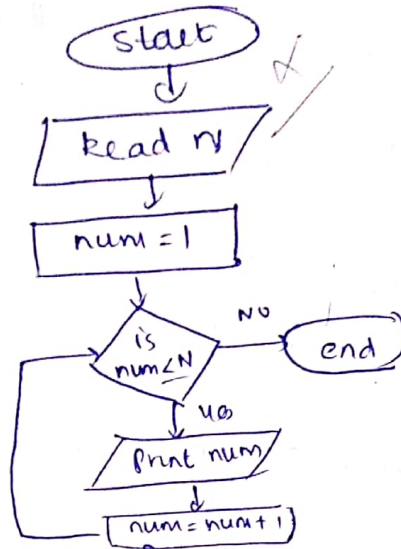
6 + 2 = 8

8 < n ✓

coz first even no. is 2

Flow

F.C:- print all ^{odd} numbers from 1 to N where (1, N) are inclusive.



10 Find sum 1 to N (inclusive).

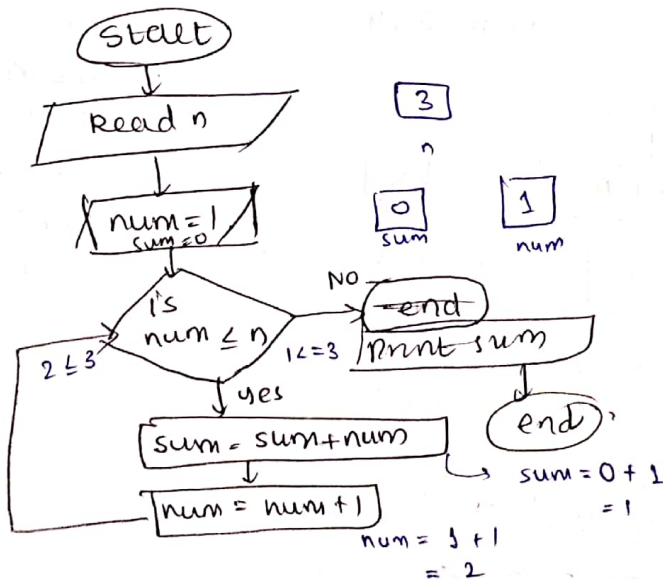
Let, n = 5

O/p → sum → 1 + 2 + 3 + 4 + 5 = 15

num = 1 → sukha hai → n. jae.

⇒ n = 5
 numbers 1, sum = 0
 sum = 0 + 1 = 1
 number = 2
 sum = 1 + 2
 number = 3.

n = 5
 ⇒ sum = 0, 1, 3, 6, 10 → 15
 number = 1, 2, 3, 4, 5 → 6 > 5 × } → # Day sum



5 < 5 ×
 5 <= 5 ✓

(11) Homework:-

Find factorial of n

IP $5! = 5 \times 4 \times 3 \times 2 \times 1$
 $n=5$ $= 1 \times 2 \times 3 \times 4 \times 5$

OP $\rightarrow 120$

(12) check prime or not

IP $\rightarrow n$

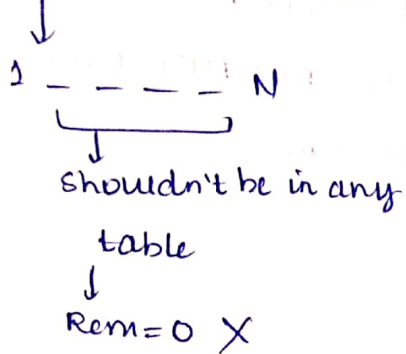
OP \rightarrow prime or not

Ex:- IP $\rightarrow 7$

prime or not

prime $\rightarrow 2, 3, 5, 7, 11, 13, 17, \dots$

$\Rightarrow n \rightarrow$ Prime or Not



for n to be a prime number:-

2 \dots (n-1) $\rightarrow \% 1 = 0$

ex:- $n=5$

2, 3, 4

$5/2 = 1$

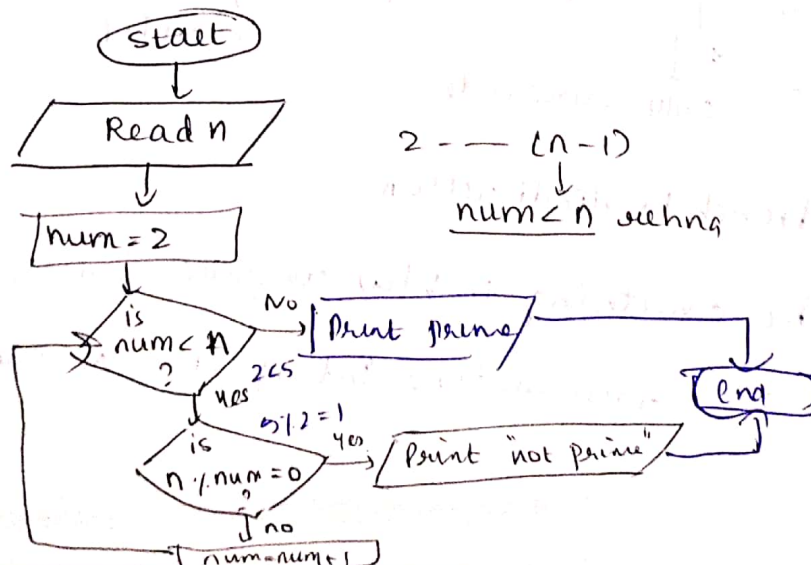
$5/3 = 2$

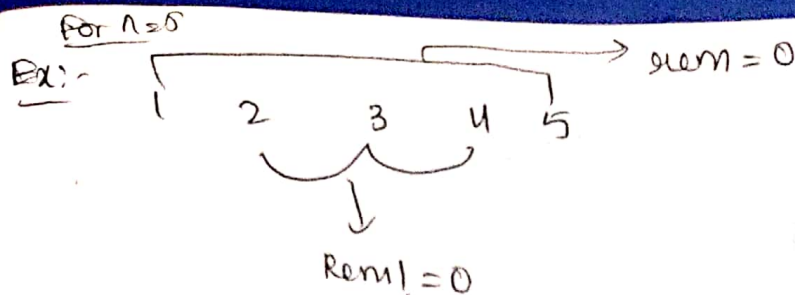
$5/4 = 1$

$\rightarrow 5$ is prime as rem $\neq 0$

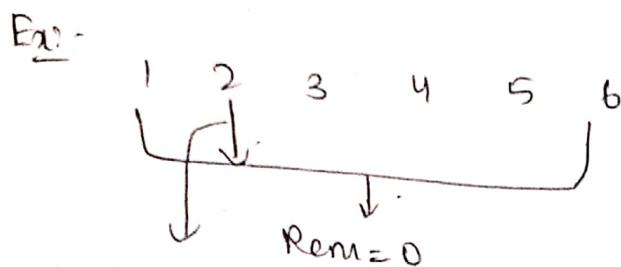
generalized logic:-

$n \rightarrow (2 \dots (n-1)) \rightarrow$ divide \rightarrow rem \rightarrow shouldn't be zero





Hence 5 is prime



so, 6 is not prime

but 2 ke liye

bhi Rem = 0

HOMEWORK RECAP:-

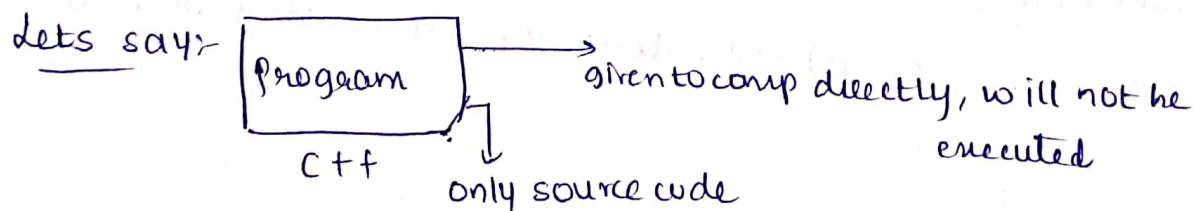
- FLOWCHART
- CONDⁿ
- LOOPING
- I/P
- O/P
- PROCESSING
- WHEN TO STOP
- HOW TO INITIALIZE NUM
- PSEUDOCODE

Programming Languages:-

What? computer se kadam kaavana,

Why?

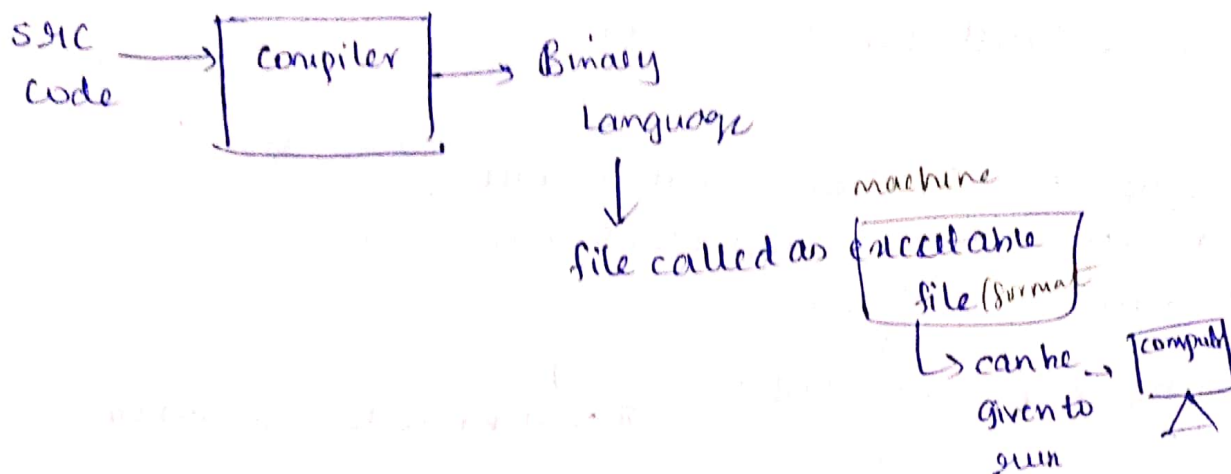
Every Prog L → have semantics, or rules, syntax to be followed



Ex:- Talking French to Hindi person

→ There should be something in b/w. computer & program to translate i.e., translator or interpreter or magic box

→ Computer ko o/s aati hai → called as binary language bolthe



Leant:- FC, Pseudocode,

H/w:- remaining FC.

Lec 2:- first program:-

ex:- $a=1$
 $b=2$
 $c=a+b;$ } → If given to computer } samajhai aata.

⇒ compiler → Translation
 → find error [RTE, CTE]

IDE → Integrated Development Environment
 ↳ codeBlocks, vs code etc.

→ Replit → C++ file → run. [on Google]

Flowchart:-

