

```
=====
Max in an array or list
=====
```

```
create a variable called winner
Let winner be the first element of the array
```

```
Loop through the array with an index i
```

```
    if array[i] > winner, then set winner to array[i]
```

```
End Loop
```

```
return or print winner
```

```
=====
Min in an array or list
=====
```

```
create a variable called winner
Let winner be the first element of the array
```

```
Loop through the array with an index i
```

```
    if array[i] < winner, then set winner to array[i]
```

```
End Loop
```

```
return or print winner
```