

En algorithme? Et program?

## Algoritmer og programmer



# Algoritmer og programmer



- **Algoritme**
  - Presis, entydig og stegvis beskrivelse av en problemløsning
  - Bygd opp fra et sett grunnleggende instruksjoner.
- **Program**
  - Algoritme er mer generell enn et program fordi den ikke er begrenset til et programmeringsspråk.

# Title Theme

*The Legend of Zelda*

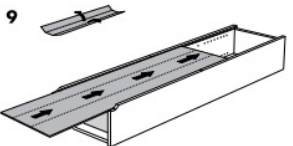
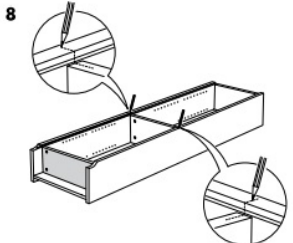
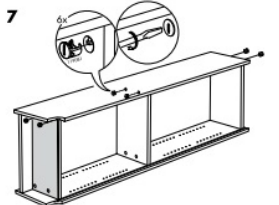
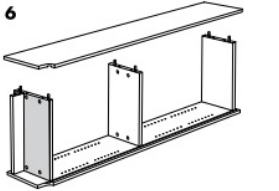
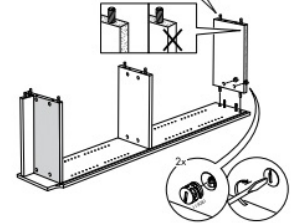
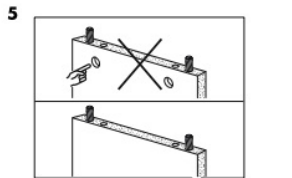
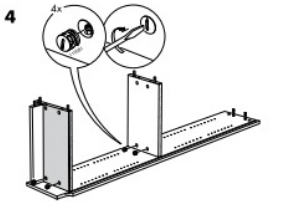
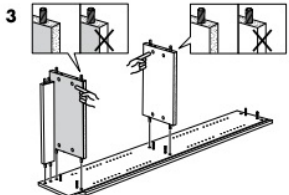
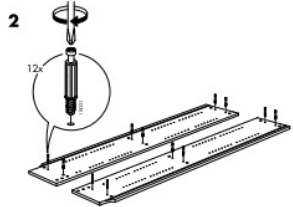
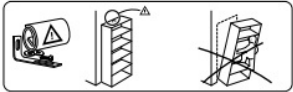
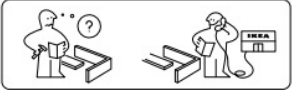
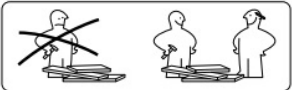
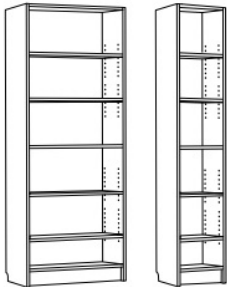
Compositor: Koji Kondo

♩ = 90

*mf*

This musical score is for the Title Theme of The Legend of Zelda, composed by Koji Kondo. It is written for piano in 4/4 time, with a tempo of 90 beats per minute. The key signature has two flats (B-flat and E-flat). The score is divided into three systems of five measures each. The first system (measures 1-5) begins with a mezzo-forte (*mf*) dynamic. The melody in the right hand starts on a whole note G4, followed by eighth notes A4-B4, and then a half note G4. The bass line in the left hand consists of a whole note chord of G3-Bb3. The second system (measures 6-8) features a more active melody with eighth and sixteenth notes, while the bass line continues with a steady eighth-note pattern. The third system (measures 9-11) concludes the excerpt with a final melodic phrase and a consistent bass accompaniment.

# BILLY



## Kort sagt

### Algoritme:

Presis, entydig og stegvis beskrivelse av en problemløsning

### I praksis:

- 1) Skriv algoritmen på norsk
- 2) Oversett til python etterpå