

Activity No. 1.1

Assignment 1.1: Flowcharting and Application of Pseudo codes

Course Code: CPE007

Program: Computer Engineering

Course Title: Programming Logic and Design

Date Performed: 8/28/25

Section: CPE11S1

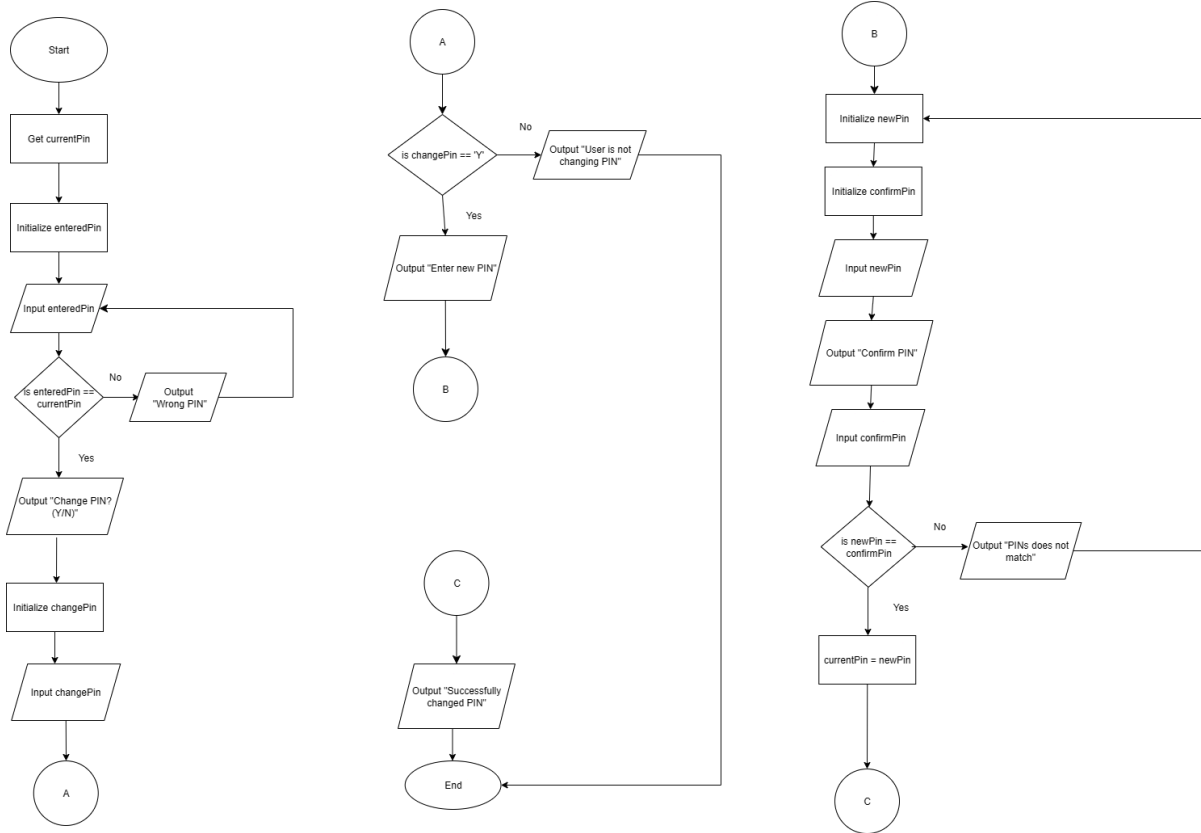
Date Submitted: 8/29/25

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Instructor: Engr. Jimlord M. Quejado

6. Output

Changing Pin



Pseudocode:

START

GET currentPin

INITIALIZE enteredPin

INPUT enteredPin

IF enteredPin == currentPin THEN

 OUTPUT "Change PIN? (Y/N)"

 INITIALIZE changePin

 INPUT changePin

 IF changePin == 'Y' THEN

 OUTPUT "Enter new PIN"

 INITIALIZE newPin

 INITIALIZE confirmPin

 INPUT newPin

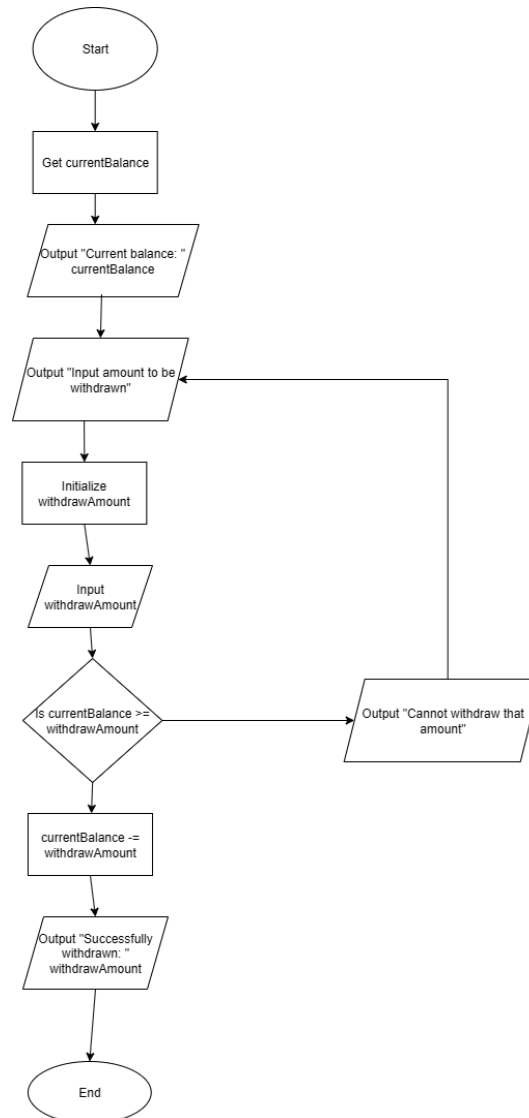
 OUTPUT "Confirm PIN"

```

INPUT confirmPin
IF newPin == confirmPin THEN
    currentPin = newPin
    OUTPUT "Successfully changed PIN"
ELSE
    OUTPUT "PINs does not match"
    GO BACK TO STEP 11
ELSE
    OUTPUT "User is not changing PIN"
ELSE
    OUTPUT "Wrong PIN"
    GO BACK TO STEP 4
END

```

Withdraw

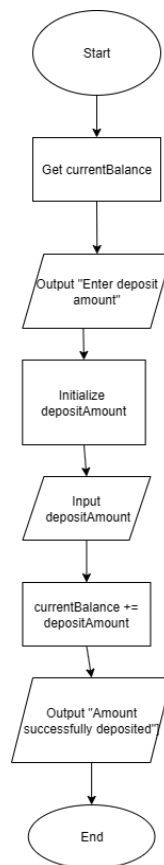


PseudoCode:
START

```
GET currentBalance
OUTPUT "Current Balance:" currentBalance
OUTPUT "Input amount to be withdrawn"
INITIALIZE withdrawAmount
INPUT withdrawAmount
IF currentBalance >= withdrawAmount THEN
    currentBalance -= withdrawAmount
    OUTPUT "Successfully withdrawn:" withdrawAmount
ELSE
    OUTPUT "Cannot withdraw that amount"
    GO BACK TO STEP 3
END
```

END

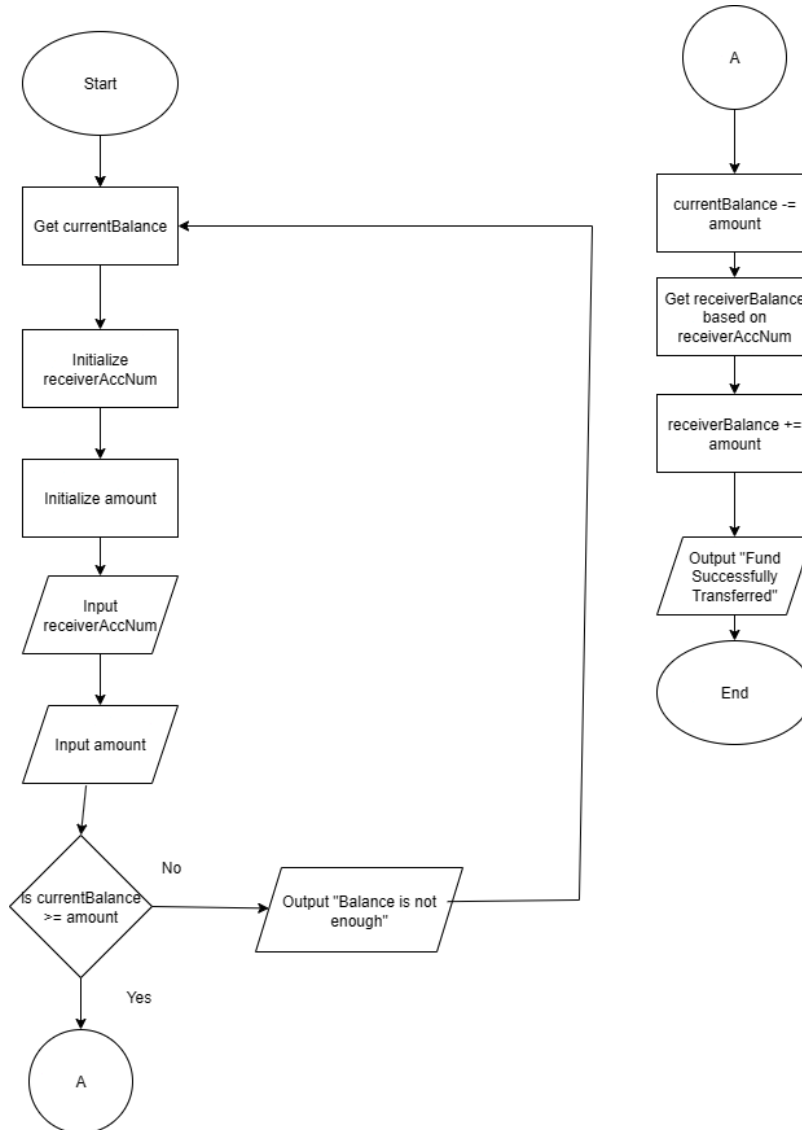
Deposit



PseudoCode:

```
START
    GET currentBalance
    OUTPUT "Enter deposit amount"
    INITIALIZE depositAmount
    INPUT depositAmount
    currentBalance += depositAmount
    OUTPUT "Amount Successfully Deposited"
END
```

Transferring Funds



PseudoCode:

```
START
  GET currentBalance
  INITIALIZE receiverAccNum
  INITIALIZE amount
  INPUT receiverAccNum
  INPUT amount
  IF currentBalance >= amount THEN
    currentBalance -= amount
    GET receiverBalance based on receiverAccNum
    receiverBalance += amount
    OUTPUT "Fund Successfully Transferred"
  ELSE
    OUTPUT "Balance is not enough"
    GO BACK TO STEP 2
  END
END
```

7. Supplementary Activity
8. Conclusion
Even though we are past the first module, this activity is a good refresher. This refreshed what I learned on creating flowcharts and pseudocode. I think this activity also served as a kind of reviewer for the upcoming prelims exam.
9. Assessment Rubric