



Computational Thinking?

Session-2





Were you able to finish pre-class work for Computational Thinking?



Students choose an option

Table of Contents



- ▶ Algorithm
- ▶ Pseudocode
- ▶ Flowchart



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Algorithm

Review



Algorithm

- ▶ Step by step
- ▶ Clearly defined
- ▶ One simple job at a time
- ▶ Instruct computer what to do





Let's brew a coffee

?





Let's brew coffee

- ▶ Prepare ingredients
- ▶ Make coffee
- ▶ Prepare serving
- ▶ Enjoy





1 Pseudocode

Pseudocode



Let's discuss and try to predict what does pseudocode mean!





Pseudocode

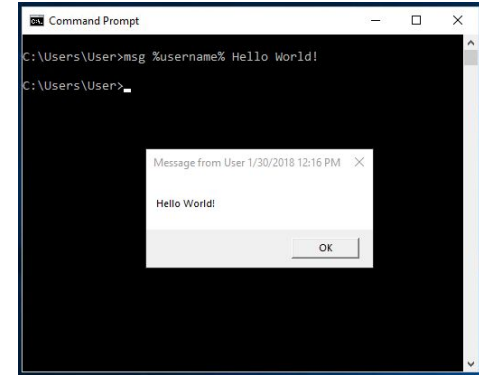
- Pseudocodes are one of two popular ways to represent an algorithm.
- Pseudocode is an informal way of representing a computer program or an algorithm.
- It looks like a programming language though, it should be written in a programming language for it to be executed. It's language-agnostic.
- Writing pseudocode is basically writing what you want your program to do in English.
- Aims to mimic the general style of a programming language

```
OUTPUT 'What is your name?'
INPUT user inputs their name
STORE the user's input in the name variable
OUTPUT 'Hello' + name
OUTPUT 'How old are you?'
INPUT user inputs their age
STORE the user's input in the age variable
IF age >= 70 THEN
    OUTPUT 'You are aged to perfection!'
ELSE
    OUTPUT 'You are a spring chicken!'
```

Pseudocode



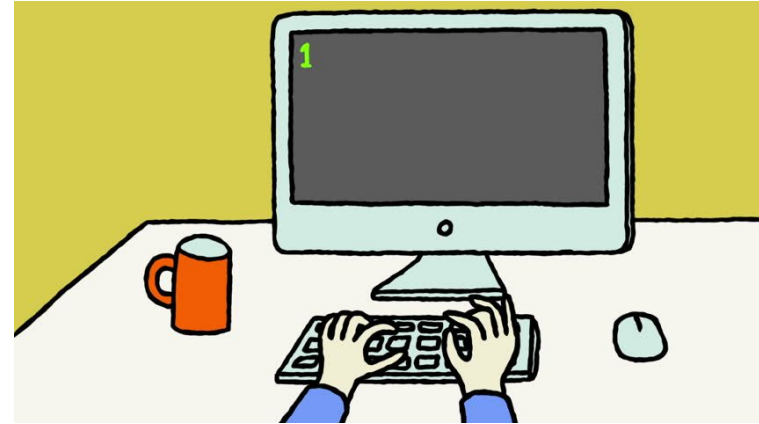
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Pseudocode



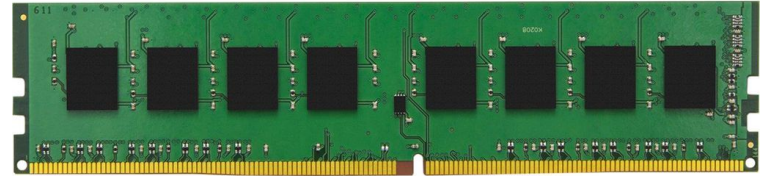
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Pseudocode



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Keyword

There are these keywords that are widely used, you can use your own keywords, but these are the most frequently used amongst other computer programmers and should not be used as variable names.

```
START, BEGIN: This is the start of your pseudocode.  
INPUT: This is data retrieved from the user through the input device.  
READ, GET: This is used when reading data from a data file.  
PRINT, DISPLAY, SHOW, OUTPUT: This will show your output to a screen.  
COMPUTE, CALCULATE: To calculate the result of the expression.  
SET, INIT: To initialize values  
INCREMENT, BUMP: To increase the value of a variable  
DECREMENT: To reduce the value of a variable  
END: This is the end of your pseudocode
```



Question

Let's write a pseudocode for calculating Mary's wage.

Inputs : hours and rate

Output: pay





Keyword

Let's write a pseudocode for calculating Mary's wage.

Inputs : hours and rate

Output: pay

```
Begin
INPUT hours
INPUT rate
pay = hours * rate
OUTPUT pay
End
```




IF - ELSE IF - ELSE

This keyword is used if a certain condition has to be met for the upcoming block to be executed. For example:

```
IF you are happy
    Then smile
ENDIF
else if you are stressed
    Then relax
else
    Keep working
```

As you can see we also use indentation in order to declare that “smile” is being executed **inside** the if statement above it.



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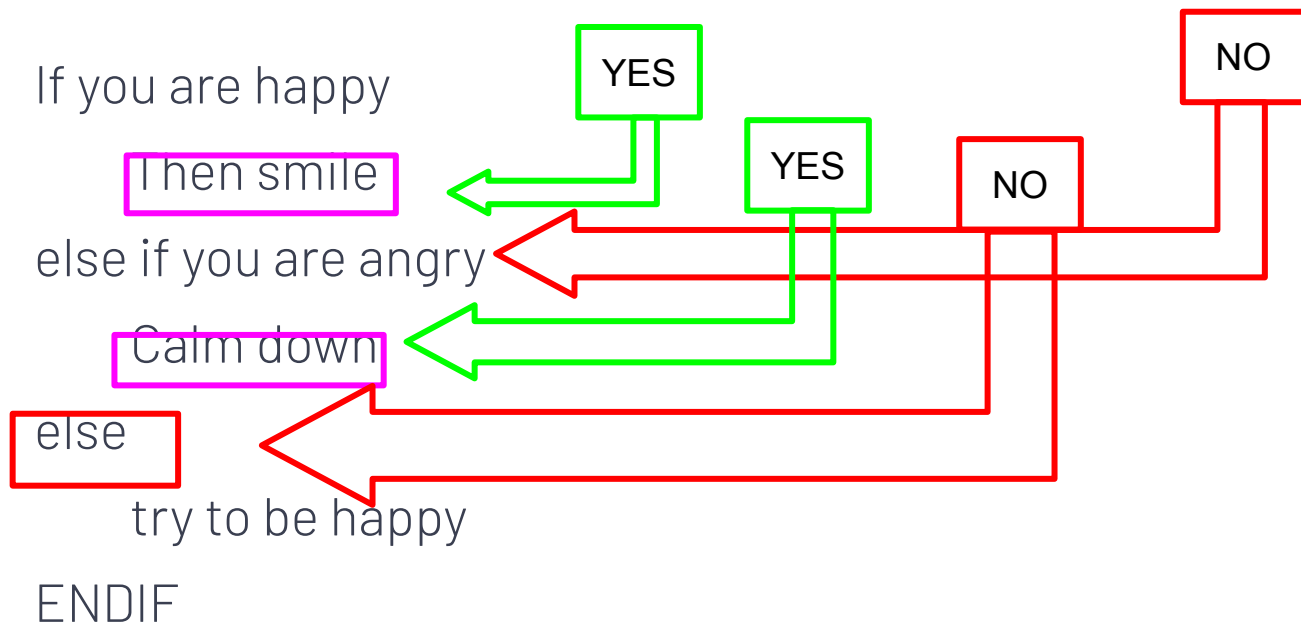
```
    If you are tired
        Then rest
    else if you are stressed
        Then relax
    else
        Keep working
```

As you can see we also use indentation in order to declare that “smile” is being executed **inside** the if statement above it.



IF - ELSE IF - ELSE

This keyword is used if a certain condition has to be met for the upcoming block to be executed. For example:





Exercise

Write a pseudocode that takes a number as an input and prints true if it is greater than 10 and false otherwise.





Exercise

```
read num
```

```
if num > 10
```

```
    print true
```

```
else
```

```
    print false
```



Question

Let's write a pseudocode for calculating Mary's wage.

Inputs : hours and rate

Output: pay





IF - ELSE IF - ELSE

```
Begin
INPUT hours, rate
IF hours < 40
THEN
    pay = hours * rate
ELSE
    pay = 40 * rate + (hours - 40) * rate * 1.5
OUTPUT pay
End
```



2

Flowcharts

Flowcharts



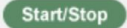


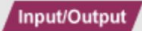


Let's discuss and try to predict what does flowchart mean!





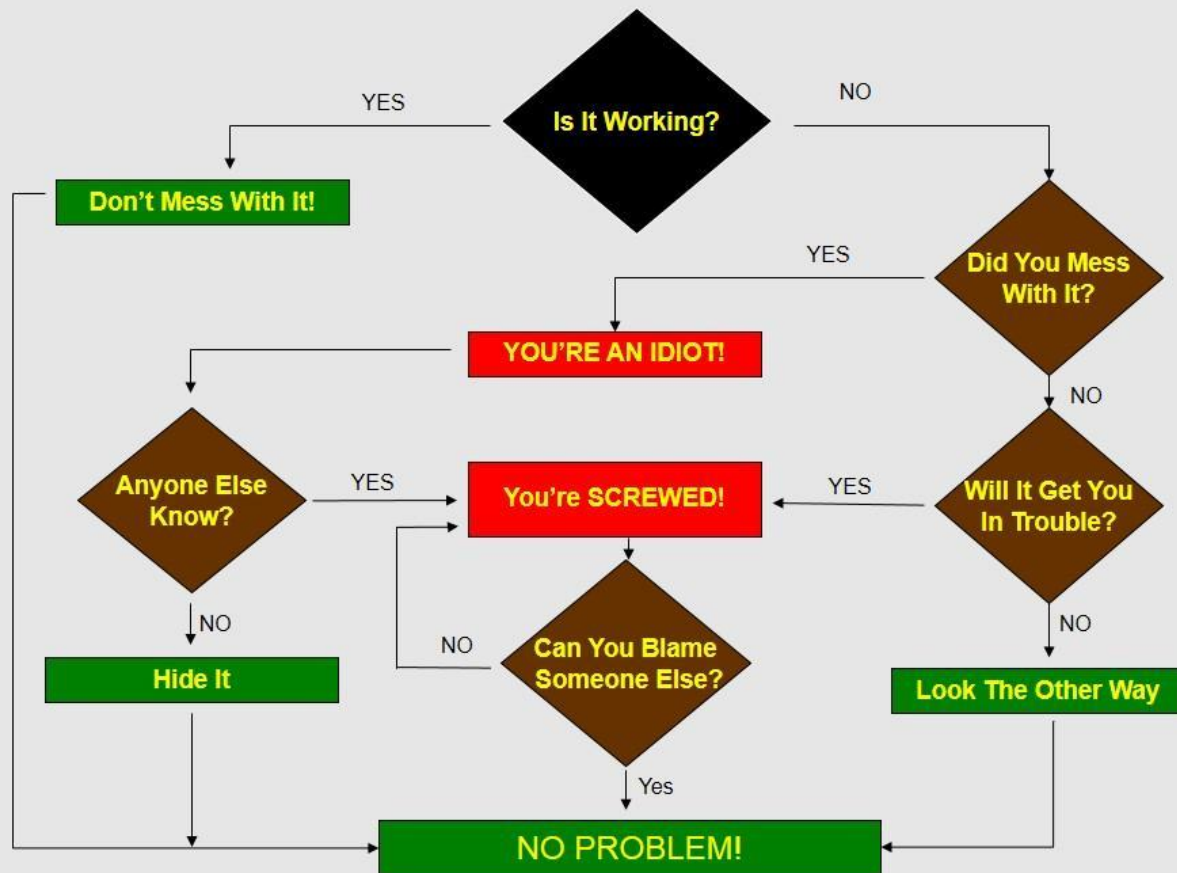
Flowcharts

- A flowchart is a diagram that represents a sequence of instructions.
- Flowcharts have standard symbols to represent different instructions.

Name	Symbol	Usage
Start or Stop		The beginning and end points in the sequence.
Process		An instruction or a command.
Decision		A decision, either yes or no.
Input or Output		An input is data received by a computer. An output is a signal or data sent from a computer.
Connector		A jump from one point in the sequence to another.
Direction of flow		Connects the symbols. The arrow shows the direction of flow of instructions.



Problem Resolution Flowchart





Login Diagram

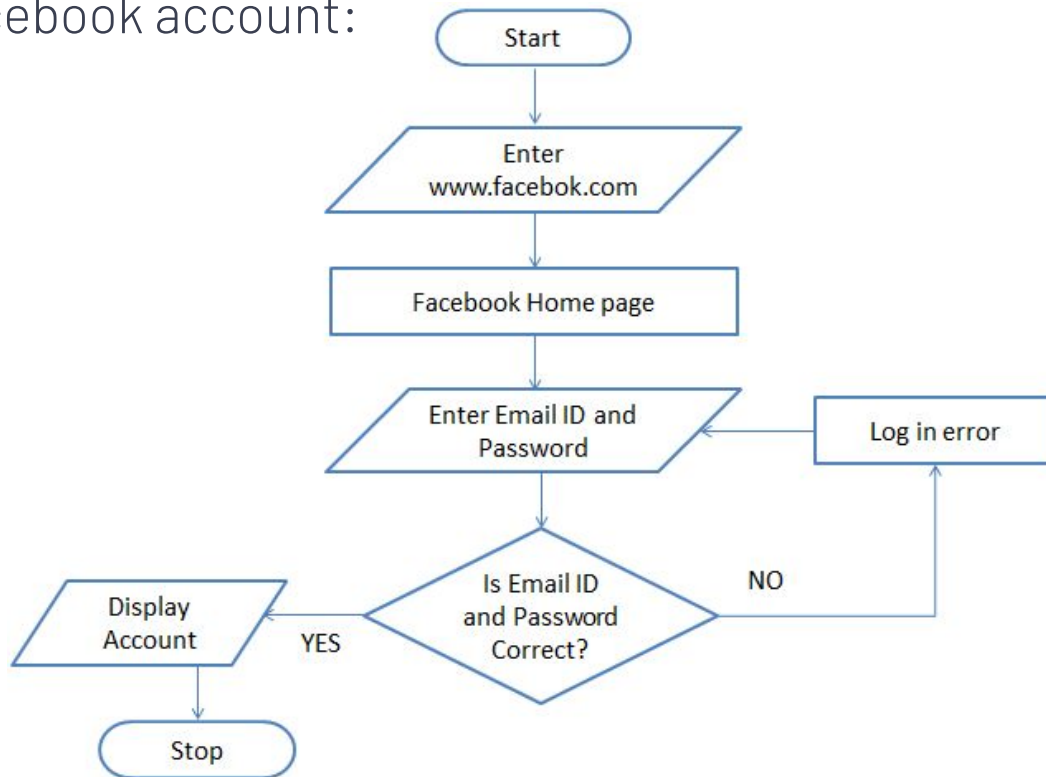
Draw a flowchart to login to your facebook account





Login Diagram

A flowchart to login to facebook account:





▶ FOR structure

For loop runs for each element inside a group. For example:

For every day of the week

 Count;

endfor



FOR structure

For loop runs for each element inside a group.

For example:

For every 25 minutes of study

Earn one Pomodoro;

endfor





Let's wash the dishes

Let's wash the dishes. Think that we have all the tools etc.





Let's wash the dishes

gather the dirty dishes

if you have a dishwasher around you

put the dirty dishes inside the dishwasher

set the settings of the dishwasher

while the time set is not over

wait

else

while dishes are not clean

take one of the dishes

wash it with your hand

dry it and put it aside





▶ WHILE Structure

While is similar to the for loop, differently it runs the loop until the condition provided is **unsatisfied**. Example:

```
Apples = 5
```

```
Oranges = 10
```

```
While apples < oranges
```

```
    increase apples;
```

```
endwhile
```



THANKS!

Any questions?

