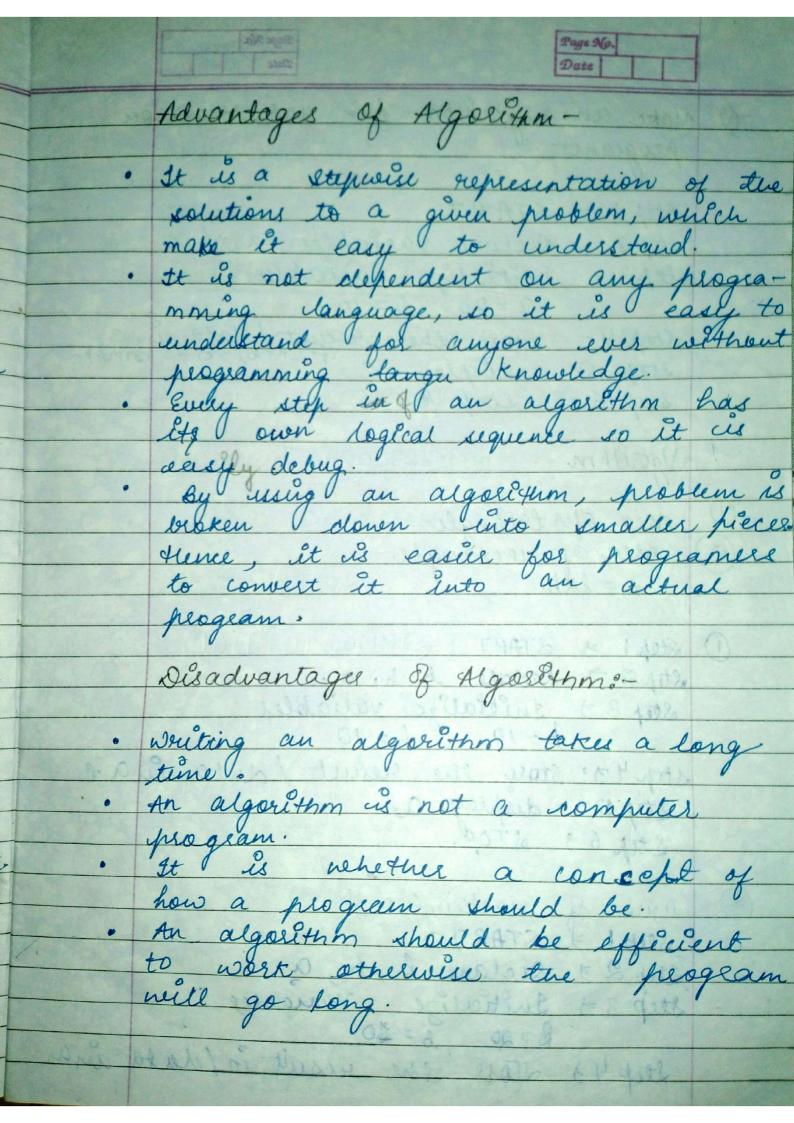
Algorithm & flowchart Brogram = Algorithm + Data structure Sleuked list Array Bêrray * Algorithm > . An algorithm is a procedure for solving a problem based on conducting a sequence of specified actions.

The algorithm is used to refer the logic of a program.

It is a step-by-step discription of how to arive at the solution of a given problem.

It is defined as a sequence of instructions, that are execute in the specified sequence to obtain desired result. Charactuestices of good algorithmes-· Steps should be state in a concise way · The result of each step is uniquely defined and only depend on the result of the previous step.

The algorithm should stop after the finite number of instructions are



I Make an algorithm for substraction peograni-Step 1 -START Declare variables a, b, c. Step 3 -Step 3 -Initialize veriables a=20, b=10 Step 4 - stole the result / data in c. display C. Step 5-Step 6 - Stop Vo. Algorithm Desea of triangle

Desea of triangle

A = lxb. 1) Step 1 3 START Step 2 > Declare 6, h, a. Step 3 + Initialize variables b = 10, h = 10 step 43° stole the result / data ina c Step 53. display as Step 6 + STOP. Asia of Meetangle 3. step 1 7 START Step 23 Declare l, b, a Step 3 + Initialize vernables \$ 2 80 B 2 \$ 10 Step 43 store the result in / data in a