

## Pseudocode

### Array 1

Import #include: <iostream>, <cstring>, and "stdio.h"

Initialize sizeArray and input as 0.

Prompt the use the enter the size of the array.

Use the scanf function to take the numbers and store it in sizeArray  
if sizeArray is less than 0, prompt the user that it's too low and end.

Initialize arrayBox with sizeArray to make the array

Initialize flag equal to 0

prompt the user for numbers, separated by a space, then enter

Use a for loop using  $i = 0$ ,  $i < \text{sizeArray}$ , and  $i++$

use the scanf function to actually acquire the numbers from the user  
if the first number is larger than the next number, trip the flag.

if flag is tripped,

print out not increasing

else

this is increasing

use a for loop to display the numbers

### Array 2

Initialize word and revWord as strings

Prompt the user to enter a word

use `getline(cin,word)` to store the word inputted by the user  
set `word = revWord`

use a for loop to reverse the positions

the first position of revWord should be the last position of Word

print out the reverse of the string

### Array 3

Initialize row, numbers, and negCount to 0

prompt the user for the 2D size

store the value into row and check if row is greater or lower than 0

create boardSize or the 2d array with the two compoments, row and row

prompt the user to enter the values for a certain row

For each row check if each number in each column is negative, if it is, increment negCount  
Check if negCount is 0 to print out all values are non-negative  
else  
there is a certain amount of negatives.