Writing Pseudocode

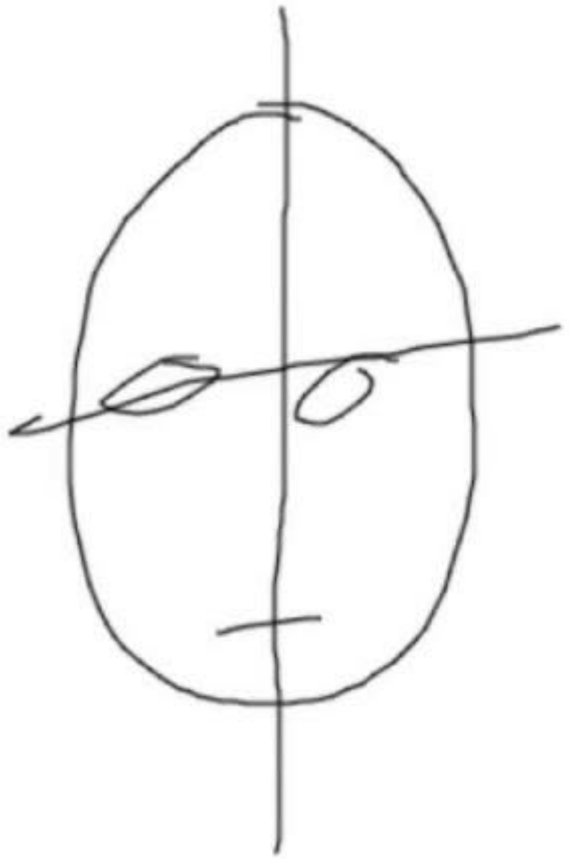
DESN 24427 Design Strategy & Computation

Slides by M. Thompson

What is pseudocode?

```
// How do we get our ideas into code?

// Draw the face, an oval in the center
// Draw the two eyes, two ovals, about 2/3 up the face, and 1
/5 the size of the face
// Draw the mouth, a line going halfway across the fa
```



-2:00

Edit | Save as a spin-off | Restart

Remember back to your **design requirements**;
these will help generate the pseudocode
organize **observations** and **findings** around
a person’s **experience**

Design Requirements	**Object** (and properties)	**Action**	**Context**
Take from your list	*List the name and properties required for each object.*	*Describe what the objects need to do.*	*Describe how/where objects or actions must be able to interaction*
Alok calls their **spouse directly from the text conversation**	**Alok:** • Cell # • IMEI # • Sim # • Location **Spouse:** • Name • Cell # • Office # • Email • WhatsApp • Age • Birthday • Location • Photo • Anniversary • Relationship to Norm	**Call:** create a connection between the user's mobile device and another **contact** to transmit real-time audio over a cellular network. The devices are connected using the '**phone number**' property	**directly from the text conversation:** user must be able to access a **contact**' '**phone number**' property within a text message thread

Cooper, Alan. *About Face: The Essentials of Interaction Design*. John Wiley and Sons, Incorporated, Indianapolis, Indiana, 2014.

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To learn more

Check out these resources

- **How to write a Pseudo Code** (article)
  - Link: https://www.geeksforgeeks.org/how-to-write-a-pseudo-code/
- **Psuedocode 101** (article)
  - Link: https://towardsdatascience.com/pseudocode-101-an-introduction-to-writing-good-pseudocode-1331cb855be7