



Welcome to this **Co**Grammar Tutorial: Problem-Solving Practice (Pseudocode, Flowcharts, Data Structures)

The session will start shortly...

Questions? Drop them in the chat.
We'll have dedicated moderators
answering questions.



Software Engineering Session Housekeeping

- The use of disrespectful language is prohibited in the questions, this is a supportive, learning environment for all - please engage accordingly.

(Fundamental British Values: Mutual Respect and Tolerance)

- No question is daft or silly - **ask them!**
- There are **Q&A sessions** throughout this session, should you wish to ask any follow-up questions.
- If you have any questions outside of this lecture, or that are not answered during this lecture, please do submit these for upcoming Academic Sessions. You can submit these questions here: [Questions](#)

Software Engineering Session Housekeeping cont.

- For all **non-academic questions**, please submit a query: www.hyperiondev.com/support
- Report a **safeguarding** incident: www.hyperiondev.com/safeguardreporting
- We would love your **feedback** on lectures: [Feedback on Lectures](#)

Safeguarding & Welfare

We are committed to all our students and staff feeling safe and happy; we want to make sure there is always someone you can turn to if you are worried about anything.

If you are feeling upset or unsafe, are worried about a friend, student or family member, or you feel like something isn't right, speak to our safeguarding team:



Ian Wyles
Designated Safeguarding
Lead



Simone Botes



Nurhaan Snyman



Rafiq Manan



Ronald Munodawafa



Tevin Pitts

Scan to report a
safeguarding concern



or email the Designated
Safeguarding Lead:
Ian Wyles

safeguarding@hyperiondev.com

Enhancing Accessibility: Activate Browser Captions

Why Enable Browser Captions?

- Captions provide **real-time text for spoken content**, ensuring inclusivity.
- Ideal for individuals in noisy or quiet environments or for those with **hearing impairments**.

How to Activate Captions:

1. YouTube or Video Players:

- Look for the CC (Closed Captions) icon and click to enable.

2. Browser Settings:

- Google Chrome: Go to *Settings > Accessibility > Live Captions* and toggle ON.
- Edge: Enable captions in *Settings > Accessibility*.

Skills Bootcamp Progression Overview

✓ Criterion 2 - Mid-Course Progress

Progress through the successful completion of tasks **within the first half** of the program.

To meet this criterion, students should, by no later than **12 January 2025**:

- **Guided Learning Hours (GLH)**: Complete at least **60 GLH**.
- **Task Completion** : Successfully complete the **first 13 of the assigned tasks**.

✓ Criterion 3 – End-Course Progress

Showcasing students' **progress nearing the completion** of the course.

To meet this criterion, students should:

- **Guided Learning Hours (GLH)**: Complete the **total minimum required GLH**, by the **support end date**.
- **Task Completion** : **Complete all mandatory tasks**, including any necessary resubmissions, by the end of the bootcamp, **09 March 2025**.

Skills Bootcamp Progression Overview

✓ Criterion 4 - Employability

Demonstrating **progress** to find employment.

To meet this criterion, students should:

- **Record an Interview Invite:** Students are required to record proof of invitation to an interview by **30 March 2025**.
 - **South Holland Students** are required to proof and interview by **17 March 2025**.
- **Record a Final Job Outcome :** Within 12 weeks post-graduation, students are required to record a job outcome.

CoGrammar Problem-Solving Practice (Pseudocode, Flowcharts, Data Structures)

Learning Objectives & Outcomes

- Define flowcharts and their purpose in problem-solving.
- Identify the basic symbols used in flowcharting.
- Create simple flowcharts to represent algorithms.
- Explain the concept of data structures.
- Recognize the importance of data structures in efficient problem-solving.
- Identify common data structures: arrays, dictionaries, stacks, and queues.

Quote

Bad programmers worry about the code. Good programmers worry about data structures and their relationships....

Linus Torvalds

Introduction



Introduction

- Pseudocode as a planning tool for algorithms.
- Data Structures for organizing and managing data efficiently.
- Problem Solving techniques involving breaking problems into manageable steps and designing structured solutions.

Basic Data Structures



What Are Data Structures?

- What Are Data Structures?
 - **Definition:** Organized ways to *store* and *manage* data efficiently.
 - **Purpose:** us to access, organize, and modify information easily.
- Why Data Structures Matter?
 - Enables efficient handling of data.
 - Optimizes resource usage in applications.
 - Forms the foundation for advanced algorithms.

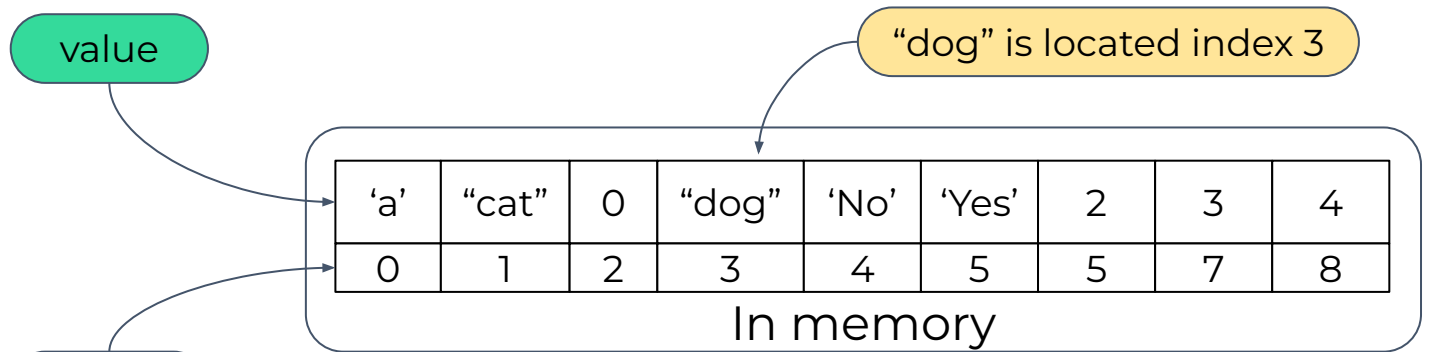
Basic Data Structures



Arrays/Lists

- **Definition:** An ordered collection of elements.
- **Key Features:**
 - **Indexing:** Direct access to elements using indices (e.g., `arr[0]` for the first element).
 - **Contiguity:** Stored in adjacent memory, enabling fast access.
 - **Efficiency:** Best for scenarios needing frequent reads or updates at specific indices.
- **Use Case:** Suitable for applications requiring sequential data storage and indexed access.

Arrays/Lists



`list_items = ['a', "cat", 0, "dog", 'No', 'Yes', 2, 3, 4]`

Retrieval: `list_items[3]` is "dog"

Retrieval: `list_items[1]` is "cat"

Key Data Structures: Dictionaries

- **Definition:** Sometimes called **hashmaps**, is a collection of key-value pairs for efficient data lookup and storage
- **Key Features:**
 - **Keys:** Unique identifiers for accessing values
 - **Example:** 'name' in {'**name**': 'Alice'}.
 - **Values:** Data associated with each key
 - **Example:** 'Alice' in {'name': '**Alice**'}.
 - **Flexibility:** Allows different types of keys and values.
 - **Efficiency:** Provides fast lookups using.
- **Example Use Case:**
 - You look up a word (the key) to find its meaning (the value).

Dictionaries/Hashmaps

Name	Role	Phone Number
Armand	Lecturer	0123456789
Rian	Lecturer	0823456789
Julien	Lecturer	0923456789

key

value

```
lecturers = {  
  "Armand": {"Role": "Lecturer", "Phone Number": "0123456789"},  
  "Rian": {"Role": "Lecturer", "Phone Number": "0823456789"},  
  "Julien": {"Role": "Lecturer", "Phone Number": "0923456789"}  
}
```

Stacks

- **Definition:** A data structure following the **Last In, First Out (LIFO)** principle, where the **last** element added is the first to be removed.
- **Key Features:**
 - **Operations:**
 - **Push:** Adds an element to the top.
 - **Pop:** Removes the top element.
 - **Peek:** Retrieves the top element without removing it.
 - **Access:** Restricted to the top element only.
 - **Efficiency:** Operations are quick for both push and pop.

Queues

- **Definition:** A data structure following the **First In, First Out (FIFO)** principle, where the **first** element added is the first to be removed.
- **Key Features:**
 - **Operations:**
 - **Enqueue:** Adds an element to the rear.
 - **Dequeue:** Removes the front element.
 - **Peek:** Retrieves the front element without removing it.
 - **Access:** Restricted to the front and rear elements.
 - **Efficiency:** Operations are quick for enqueue and dequeue.

Operations that Shape Data Structures



Insertion

- **Purpose:** Adding new elements to the data structure.
- **Examples:**
 - **Operations:**
 - **Arrays:** `arr.append(6)`.
 - **Stacks:** `stack.push(5)`.
 - **Queues:** `queue.enqueue(3)`.

Deletion

- **Purpose:** Removing elements from the data structure.
- **Examples:**
 - **Operations:**
 - **Arrays:** `arr.remove(6).`
 - **Stacks:** `stack.pop().`
 - **Queues:** `queue.dequeue().`

Update

- **Purpose:** Modifying existing elements present in the data structure.
- **Examples:**
 - **Operations:**
 - **Arrays:** `arr[2] = 10.`
 - **Dictionaries:** `dict['key'] = 'new_value'.`

Understanding and Writing Pseudocode



Definition and Importance

- **What is Pseudocode?**
 - A simple, plain-language way to describe step-by-step solutions.
 - Focuses on logic, not coding or syntax.
- **Why Use Pseudocode?**
 - **Clarity:** Breaks problems into clear, manageable steps.
 - **Communication:** Helps explain ideas to others without using code.
 - **Planning:** Creates a roadmap for problem-solving.

Key Features of Pseudocode

- **Core Characteristics:**

- **Simple Language:** Uses structured yet plain terms like **IF**, **WHILE**, and **FOR**.
- **Focus on Flow:** Prioritizes the logical steps over programming syntax.
- **Readable:** Easily understood by programmers and non-programmers alike.

- **Best Practices:**

- Keep it concise but clear.
- Use consistent indentation for readability.
- Avoid implementation details specific to a programming language.

Example: Finding the Largest Number in a List

```
SET max = first number in list
FOR each number in list
    IF number > max THEN
        SET max = number
    END IF
END FOR
PRINT max
```

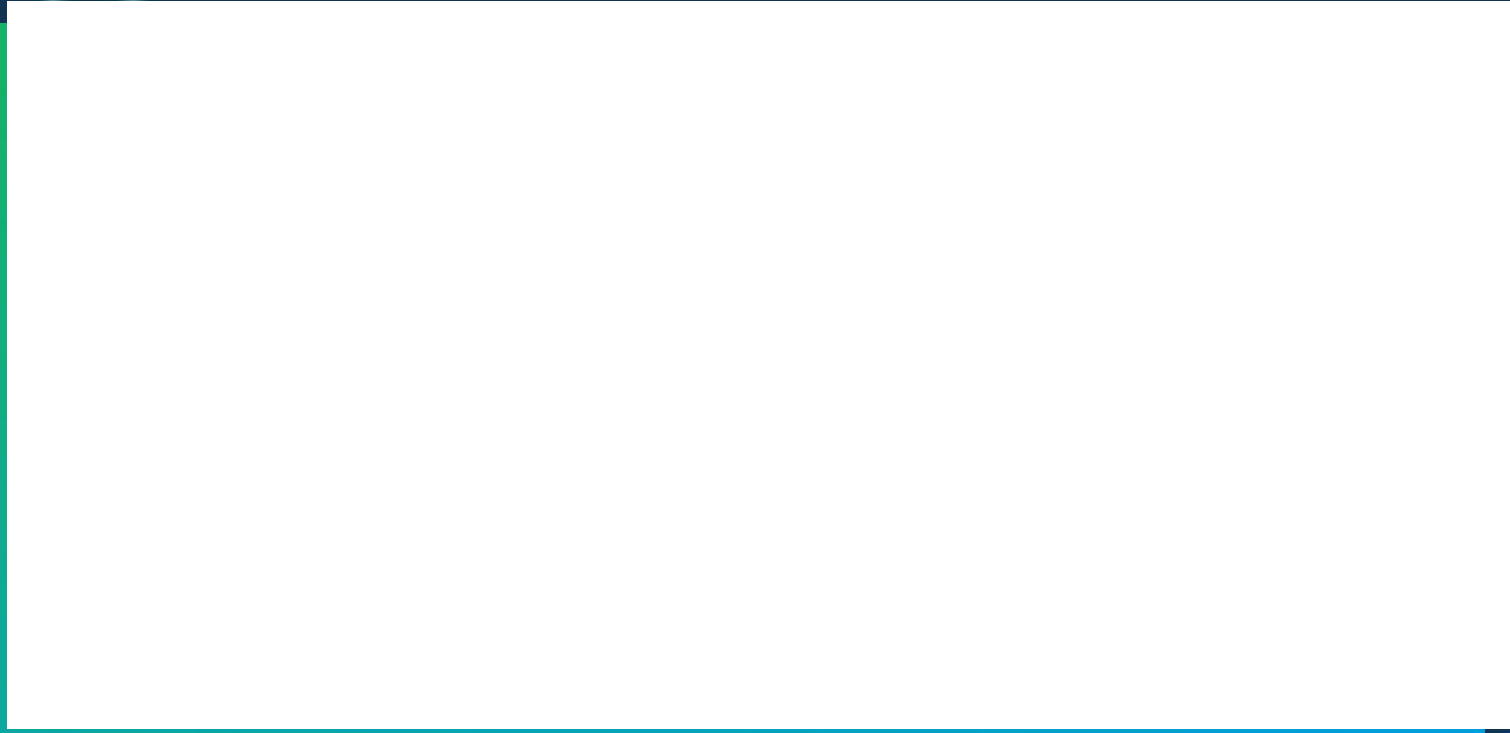
Key Steps:

1. Initialize the **max** variable.
2. Iterate through the list.
3. Update **max** when a larger number is found.
4. Print the largest number.

Practical Exercises



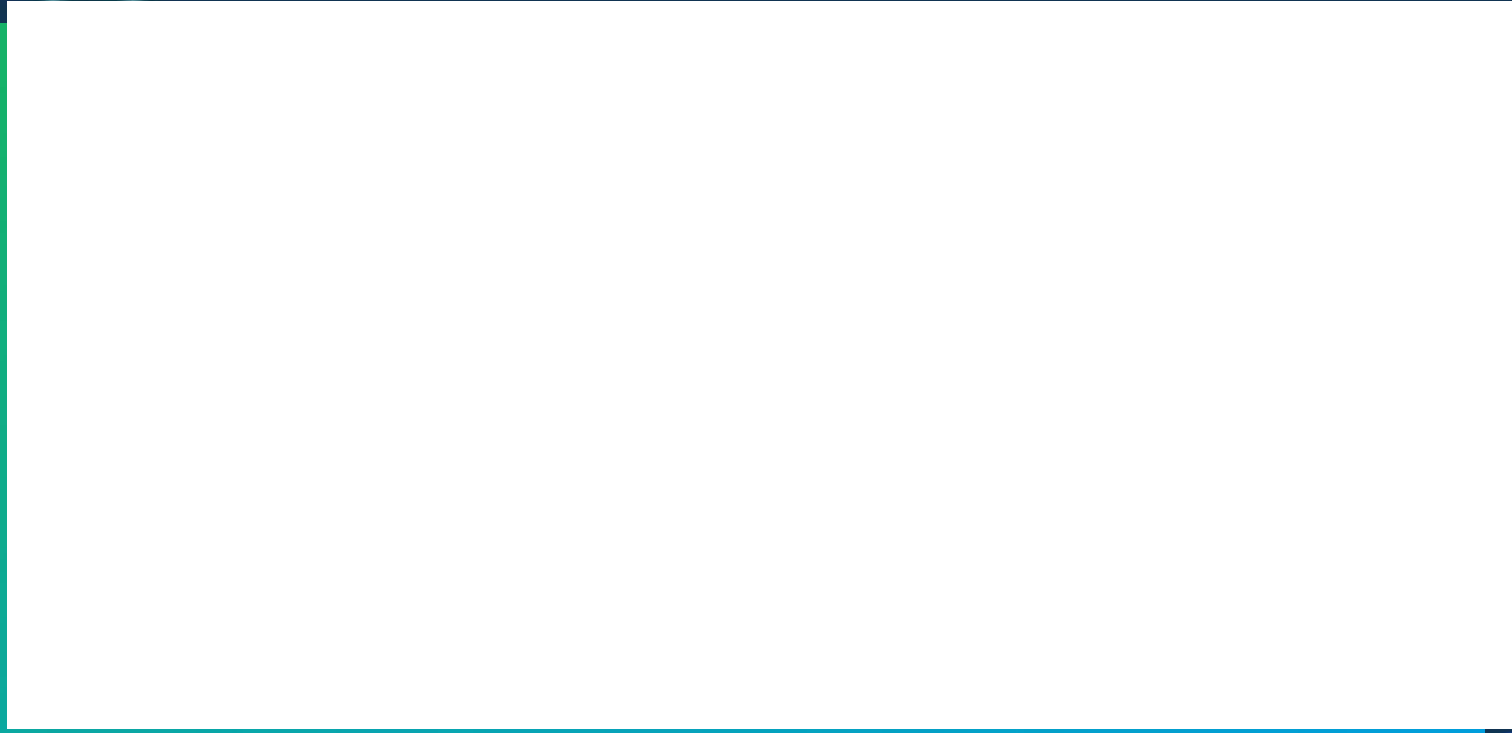
Find the Smallest Number in a List:



Find the Smallest Number in a List:

```
SET list_items = set of numbers
SET min = first number in list
FOR each number in list
    IF number < min THEN
        SET min = number
END FOR
PRINT min
```

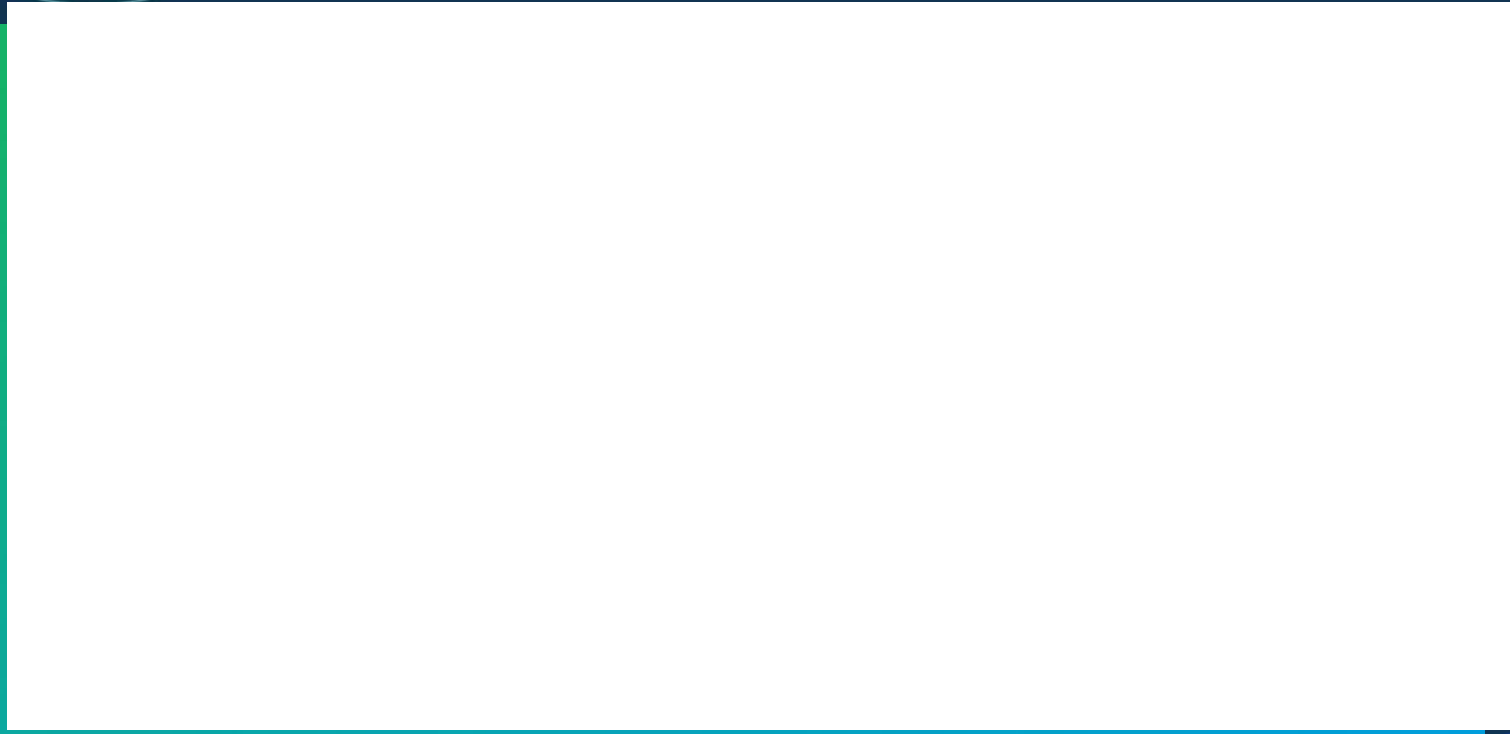

Calculate the Sum of Numbers in a List



Calculate the Sum of Numbers in a List

```
SET summ = 0
FOR each number in list
    Summ = summ + number
END FOR
PRINT count
```

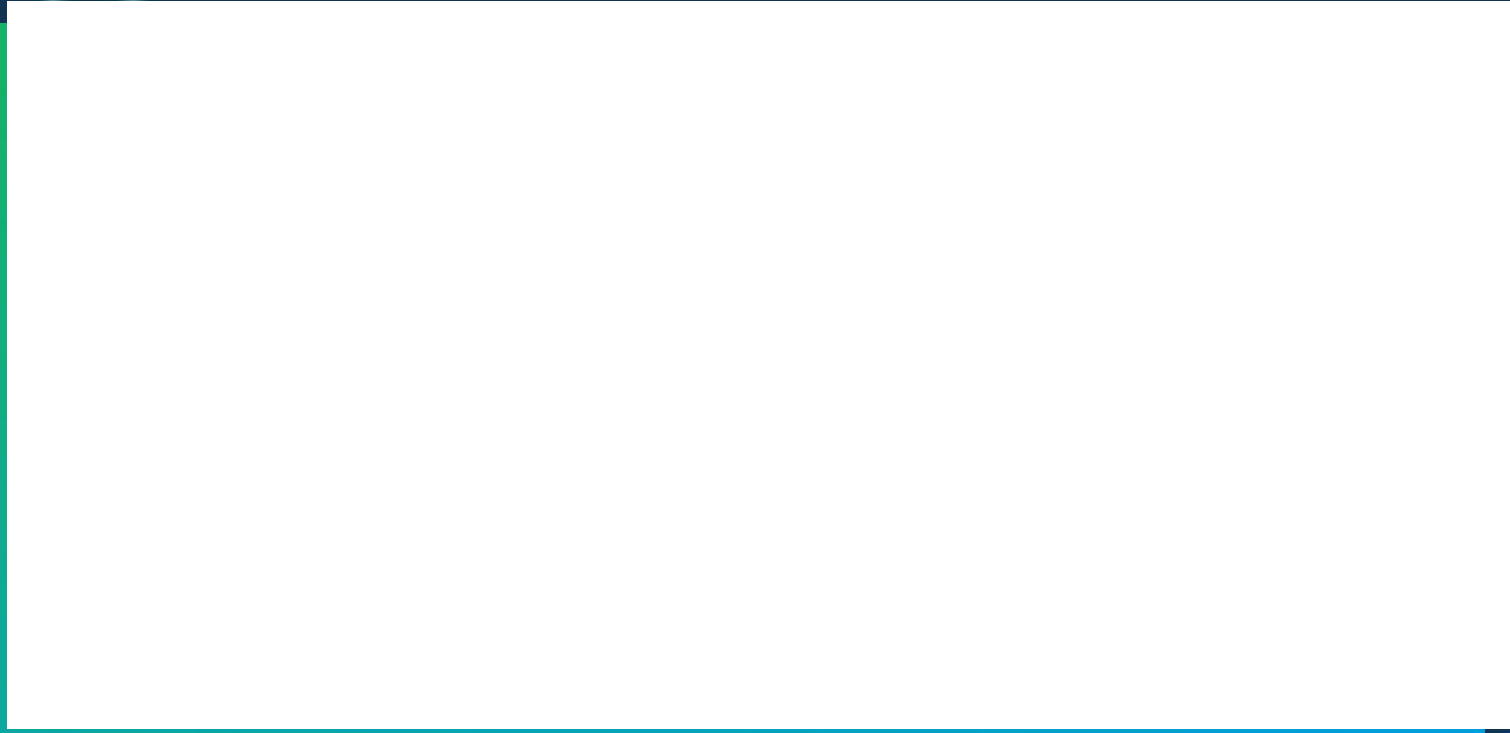
Reverse a List



Reverse a List

```
SET reversed_list = []  
FOR i FROM length of list - 1 DOWN TO 0  
    APPEND list[i] to reversed_list  
END FOR  
PRINT reversed_list
```

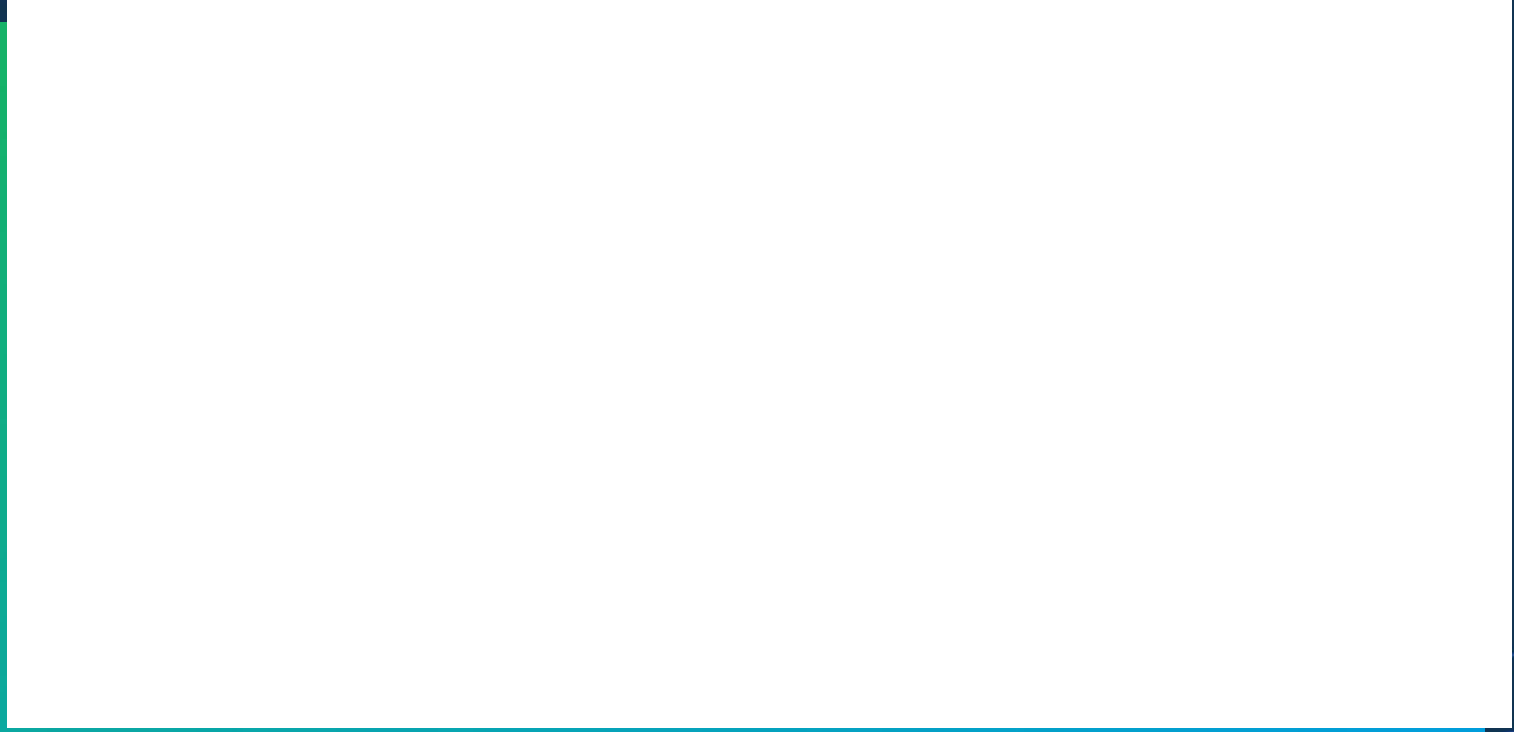
Count Even Numbers in a List



Count Even Numbers in a List

```
SET count = 0
FOR each number in list
    IF number MOD 2 == 0 THEN
        INCREMENT count by 1
END FOR
PRINT count
```

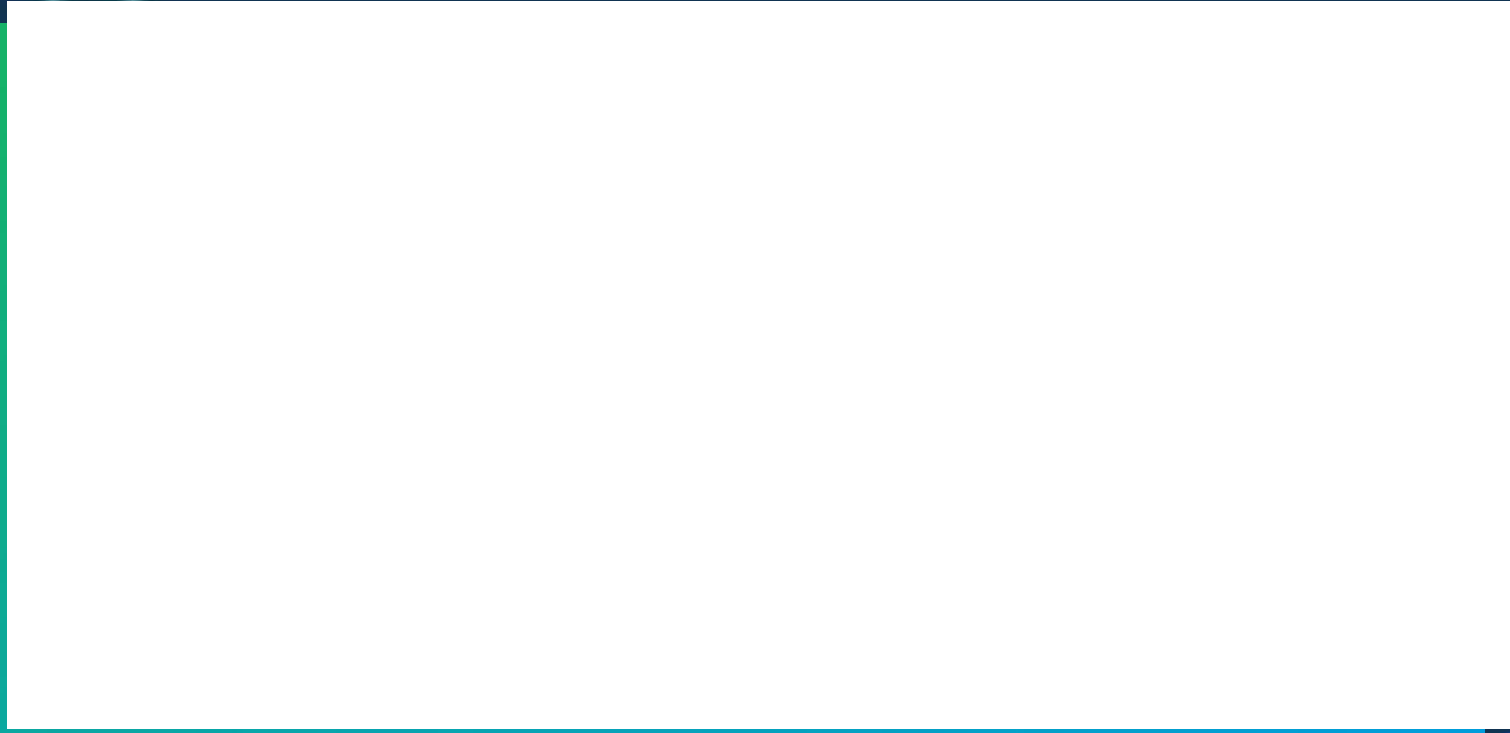

Count Occurrences of a Number in a List



Count Even Numbers in a List

```
INPUT target_number
SET count = 0
FOR each number in list
    IF number == target_number THEN
        INCREMENT count by 1
    END IF
END FOR
PRINT count
```

Remove Duplicates from a List



Remove Duplicates from a List

```
SET unique_list = []  
FOR each number in list  
    IF number NOT IN unique_list THEN  
        APPEND number to unique_list  
END FOR  
PRINT unique_list
```

Lesson Conclusion and Recap

Recap the key concepts and techniques covered during the lesson.

- Pseudocode simplifies problem-solving and planning.
- Data structures improve efficiency in data management and algorithms.
- Practice reinforces understanding.

Resources

Resources

- Online Flowchart Tools:
 - draw.io
 - [Lucidchart](https://lucidchart.com)
- Data Structure Visualization Websites:
 - [VisuAlgo](https://visu.algo)
 - [Printables - CS Unplugged](https://printables-cs.unplugged.org)

Questions and Answers



Thank you for attending



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CoGrammar

