

LAB TASK 2

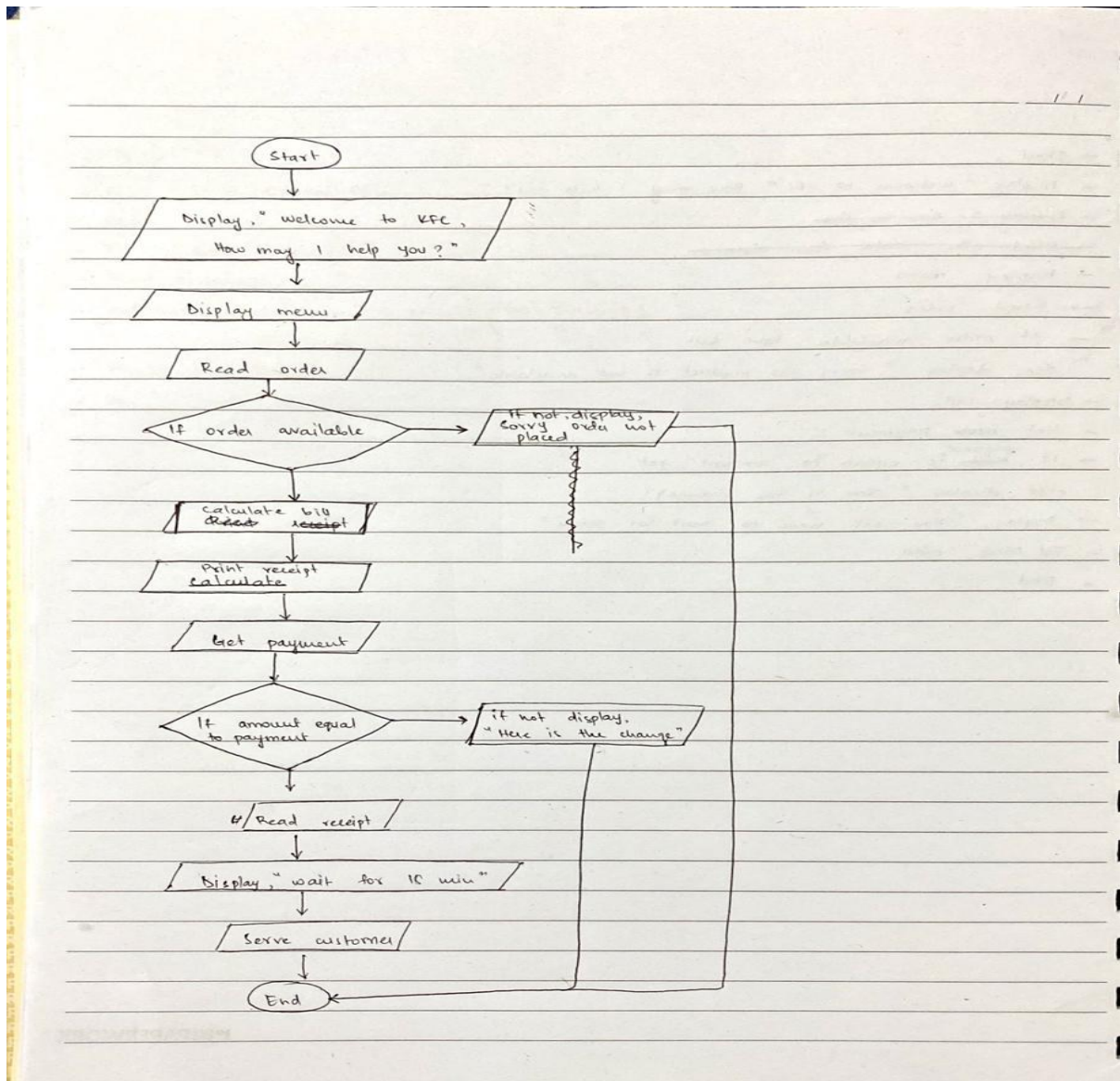
1. Pseudo code:

- Start
- Display “Welcome to kfc. How may I help you?”
- Display menu
- Read order
- If order available, take bill
 - Else display, “Sorry the product is not available.”
- Display bill
- Get payment
- If amount is equal to payment get
 - Else display, “here is the change.”
- Display, “Please wait for 15 minutes.”
- Serve order
- End

Algorithm:

- Greet the customer with, “Hello welcome to kfc. How may I help you?”
- Display menu to the customer
- Take order from the customer and add it to the system
- Print the bill and give it to the customer
- Receive payment from the customer
- Ask the customer to wait for 15 minutes
- Serve the food when order is ready

Flowchart:



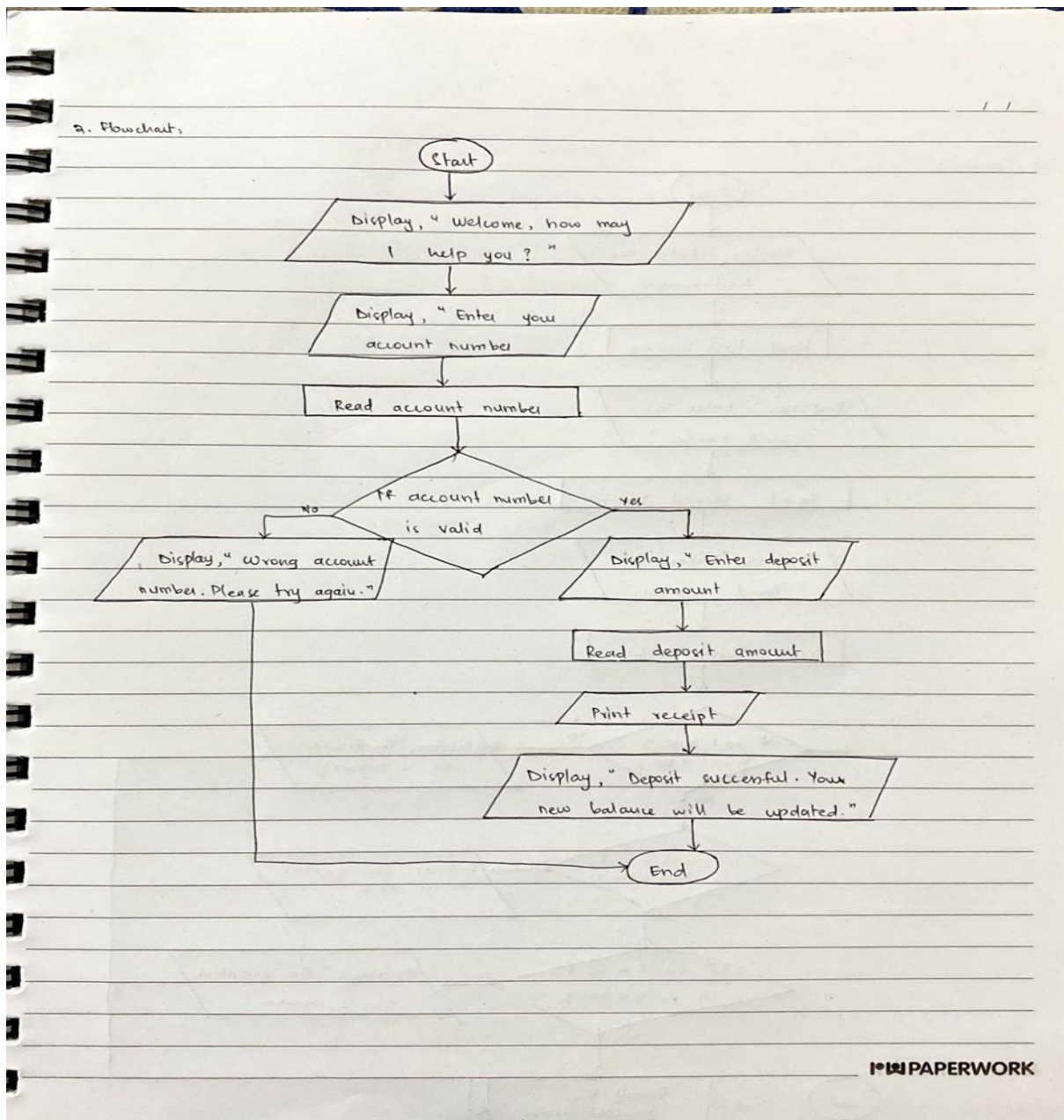
2. Pseudocode:

- Start
- Display, "Welcome how may I help you?"
- Display, "Enter you account number."
- Read account number
- If account number from customer == account number in system
Then display, "Your account number is valid."
- If account valid then display, "Enter deposit amount."
Else display, "Wrong account number. Please try again."
- Read deposit amount
- Print receipt
- Display, "Deposit successful. Your new balance will be updated."
- End

Algorithm

- Greet the customer with, "Welcome, how may I help you?"
- Ask the customer for their account number
- Check if account number is valid
- If account number valid say, "your account number is valid."
- If account number is not valid say, "Wrong account number. Please try again."
- After confirmation of account validity ask the costumer for deposit amount
- Say, "deposit successful. Your new balance will be updated."

Flowchart:



3. Pseudocode:

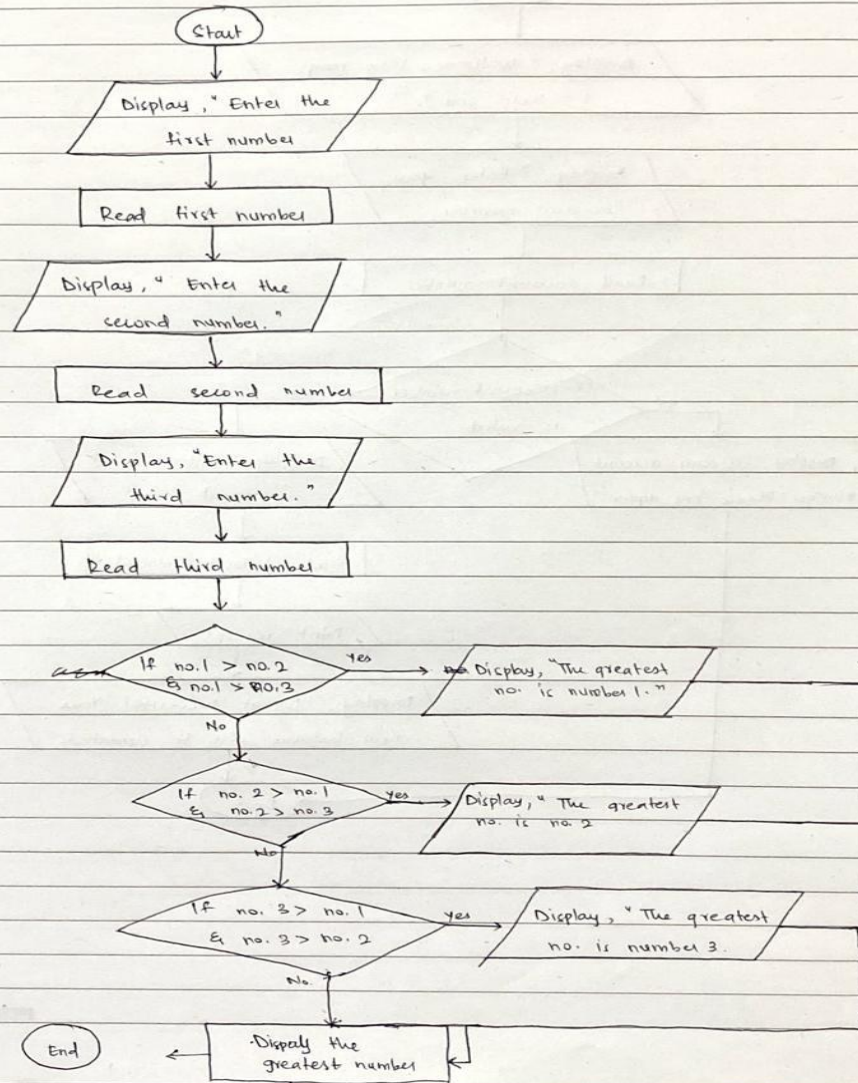
- Start
- Display, "Enter the first number."
- Read first number
- Display, "Enter the second number."
- Read second number
- Display, "Enter the third number."
- Read third number
- If no. 1 > no. 2 and no. 1 > no. 3
 then no. 1 is the greatest number
- If no. 2 > no. 3 and no. 2 > no. 1
 then no. 2 is the greatest number
- If no. 3 > no. 1 and no. 3 > no. 2
 then no. 3 is the greatest number
- Display, "The greatest number is ..."
- End

Algorithm:

- Ask the user to enter first number
- Ask the user to enter second number
- Ask the user to enter third number
- If no. 1 > no. 2 and no. 1 > no. 3 then no. 1 is the greatest number
- If no. 2 > no. 3 and no. 2 > no. then no. 2 is the greatest number
- If no. 3 > no. 1 and no. 3 > no. 2 then no. 3 is the greatest number
- Display the greatest number for the user

Flowchart:

3. Flowchart:



4. Algorithm:

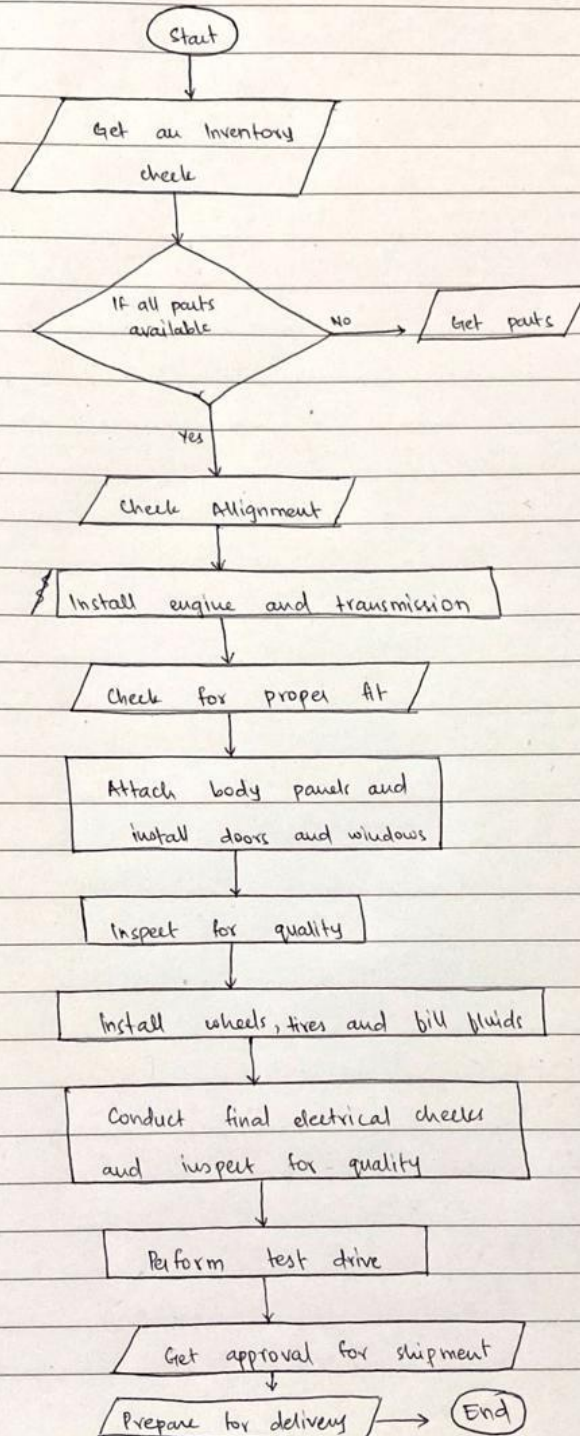
- Ask the user to enter a number between 1 and 12
- Set number 1 with month name = January
- Set number 2 with month name = February
- Set number 3 with month name = March
- Set number 4 with month name = April
- Set number 5 with month name = May
- Set number 6 with month name = June
- Set number 7 with month name = July
- Set number 8 with month name = August
- Set number 9 with month name = September
- Set number 10 with month name = October
- Set number 11 with month name = November
- Set number 12 with month name = December
- Display month name to the user according to the number

5. Pseudocode:

- Start
- Take input = number 1
- Take input = number 2
- Take input = operator +/-
- If the operator is "+"
 then result = number 1 + number 2
- If the operator is "- "
 then result = number 1 – number
 else print, "Error, invalid operator."
- Display, "The result is..."
- End

6. Flowchart:

b. Flowchart:



8. Algorithm:

- Ask the user to input number 1
- Ask the user to input operator
- Ask the user to input number 2
- Set the operator “+” to number 1 + number 2
- Set the operator “-” to number 1 – number 2
 else print, “invalid function.”
- Set the operator “*” to number 1*number 2
- Set the operator “/” to number 1 / number 2
 else print, “invalid function.”
- Display result to the user

9. The purpose of .gitignore files is to ensure that certain files not tracked by Git remain untracked.

10. An algorithm is a systematic, logical approach that provides a step-by-step procedure for computers to solve a specific problem where as pseudocode is a simplified version of programming codes, written in plain English language and used to outline a program before its implementation.