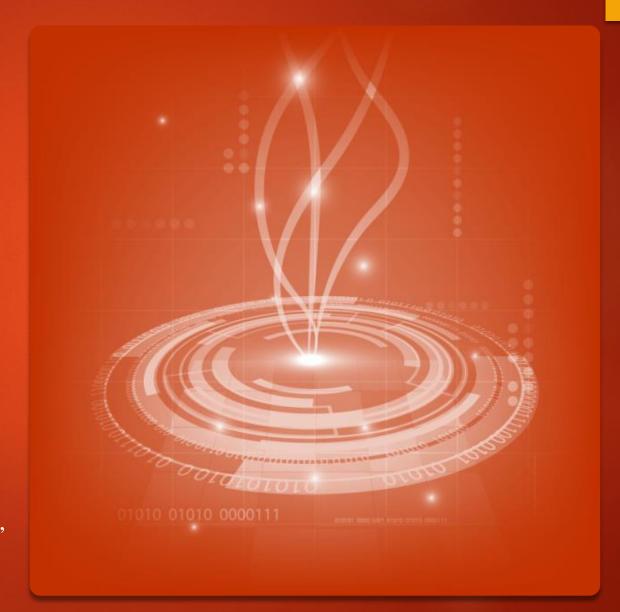


Problem Solving using Computer

Er. Shiva K. Shrestha (HoD)

Department of Computer Engineering,

Khwopa College of Engineering



Problem Solving Using Computer

Steps

- 1) Problem Analysis
- 2) Design
- 3) Coding
- 4) Compilation & Execution
- 5) Debugging & Testing
- 6) Documentation



Selected Project Title

Select Project Title

- 1. Student Mgmt. System,
- 2. Employee Mgmt. System,
- 3. Library System,
- 4. eAttendance Mgmt. System,
- 5. Pharmacy Mgmt. System, 19.
- 6. Blood Bank Mgmt. System, 20.
- 7. Kitchen Recipie
- 8. Workers' Time Logger
- 9. Hospital Mgmt. System,
- 10. Hotel Reservation System,
- 11. Inventory Mgmt. System,
- 12. Canteen Billing System,
- 13. Task Reminder

- 14. Number Plate Registration 28.System,
- 5. Tax Payment System,
- 16. eWallet,
- 17. Mini-Mart Billing System,
- 18. Tourist Entry Logger,
 - Feedback Mgmt. System,
 - Project Info. System,
- 21. Khwopa Quiz
- 22. Class Routine Mgmt. System
- 23. Bank Mgmt. System
- 24. Student Payroll System
- 25. Break-Game
- 26. Land Converter
- 27. Prescription Log

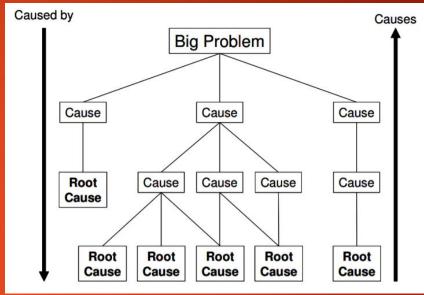
- Tic-tac-toe
- Bag Chal
- 30. Hostel Mgmt. System
- 31. Date Converter
- 32. Marksheet Generator
- 33. Hangman
- 34. Scientific Calculator
- 35. Telephone Directory
- 36. eVoting
- 37. Puzzle
- 38. Data Encryption/Decryption
- 39. Data Compression
- 40. Finalize your project title ...

1. Problem Analysis

Problem Analysis

- a) Objectives
- b) Output Requirements
- c) Input Requirements
- d) Processing Requirements
- e) Evaluating Feasibility





Problem Analysis: Design a program to calculate area of circle?

Radius, Pi



Calculate



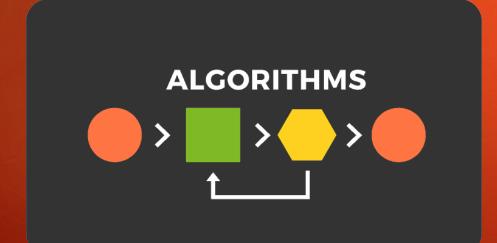
Area

2. Program Design

Algorithm Development

Features of Algorithm

- Sequence
- Decision
- Repetition



Flowcharting

Advantages

- Communication
- Effective Analysis
- ProperDocumentation
- Efficient Coding
- Easy in Debugging& Maintenance

Limitations

- Complex Logic
- Difficulty in Alteration & Modifications



2.1 Algorithm

a process or set of rules to be followed in calculations or other problemsolving operations

Basic Guidelines to prepare Algorithms

- Use plain language
- Do not use any language specific syntax. One must be able to code the algorithm in any programming language.
- Do not assume anything stating everything clearly and explicitly.
- Ensure each algorithm has a single entry & exit point.



Write an algorithm to calculate area of circle.

<u>Steps</u>

Step1: Start

Step2: Define constant variable Pl

which holds value 3.1415

Step3: Define variables: radius, area

Step4: Read radius

Step5: Calculate Area of Circle:

area = PI * radius * radius

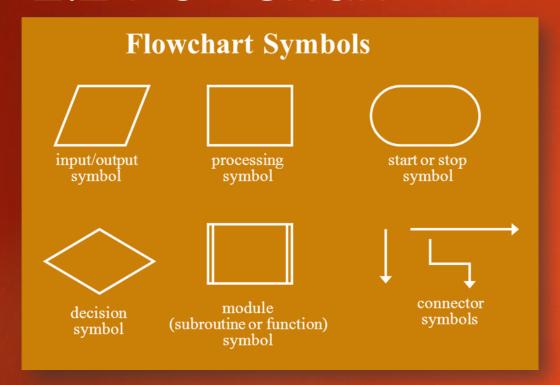
Step6: Display area of circle

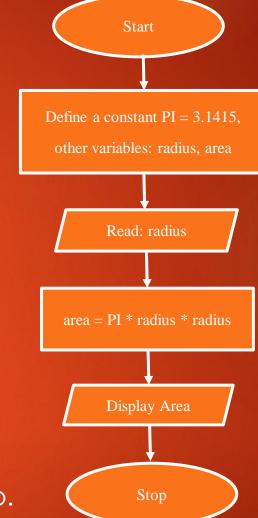
Step7: Stop

Other Problems:

- 1. Write an algorithm to calculate simple interest. (SI = PTR/100)
- Write an algorithm to determine a number whether it is positive or negative.
- Write an algorithm to test a number for even or odd.
- Write an algorithm to find the largest among three numbers.
- 5. Write an algorithm for finding the sum of series 1+2+3+4+... up to n terms

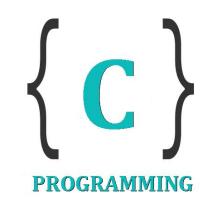
2.2 Flowchart





- 1. Draw a flowchart to calculate simple interest.
- 2. Draw a flowchart to test positive or negative no.
- 3. Draw a flowchart to test a number for even or odd.
- 4. Draw a flowchart to find the largest among three numbers.
- 5. Draw a flowchart for finding the sum of series 1+2+3+4+... up to n terms

Coding





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CODING

er. sniva k. snresir 2019-11-12

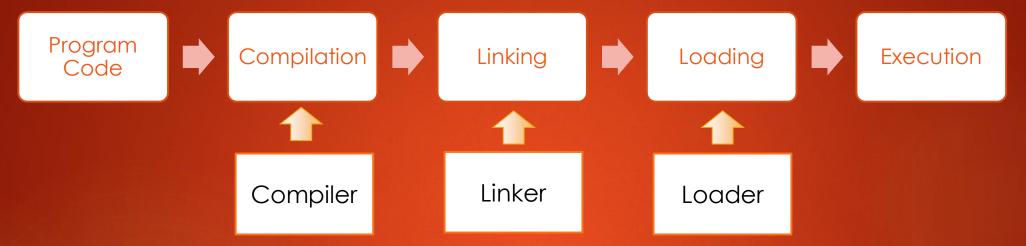
```
DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Progra...
         Edit
                Search Run
                             Compile Debug Project
                                                       Options
                                                                   Window
                                     AREA.C
#include<stdio.h>
#include<comio.h>
#define PI 3.1415
∪oid main(){
        float radius, area:
        clrscr():
        printf("Enter radius to calculate area of circle: ");
        scanf ("xf", &radius);
        area = PI*radius*radius;
        printf("\nArea = xf", area);
        getch():
```

DOSBox 0.74, Cpu speed: max 100% cycles, Frames
Enter radius to calculate area of circle: 5
Area = 78.537498

Write an algorithm, flowchart & program code for the following problems:

- 1. Test a number entered by user is exactly divisible by 5 but not by 7.
 - Hint: r1<-n mod 5, r2<-n mod 7
- 2. Calculate sum of digits of positive integer (512).
 - Hint: r<-n mod 10; s=s+r; n<-n/10
- 3. Check whether a positive integer is any power of 2 or not

Compilation & Execution



Compilation Process

- Pre-processing
- 2. Compilation
- 3. Assembling &
- 4. Linking

- The process of changing high level language into machine level language is known as compilation. [Conversion to Object Program]
- During execution, the program may ask for user for inputs and generates outputs after processing the inputs.

Debugging & Testing

Debugging - Process of finding & resolving defects or problems within a computer program Testing - Activity to check whether the actual results match the expected results and to ensure that the software system is Defect free.

Tools for debugging process

- Watch Values
- Stepping (F7)
- Simulators
- Logic Analyzer
- Breakpoints
- Trace Routines
- Software Interrupts

Error Category

- Syntax Error
- Semantic Error
- Runtime Error
 - Memory Overflow
 - Floating Point Error



Program Documentation

Techniques for Program Documentations

- Diagrams
 - ► Flowchart,
 - Data Flow Diagram (DFD),
 - ► E-R Diagram (ERD)
- Comments
- Memory Maps
- Parameter & Definition Lists

Types of Documentations

- 1. Technical Documentation
- 2. User Manual



Class Works

- Write an algorithm & flowchart for a program which allows to read 10 from user and display sum of only even numbers.
- Write an algorithm & flowchart for computing the sum of digits of any number.

Pseudo Code

- Dummy sequence of instructions to Computer
- Mixture of structured English & code

Write a pseudo code to calculate Simple Interest.

Pseudo Code:

Begin

Define P, T, R, I

Read values of P, T, R

Calculate P*T*R/100

& assign to variable I

(I <- P*T*R/100)

Display I

End

- ➤ Write a pseudo code to read marks of a student in Computer Programming and display whether s/he is pass or fail in the exam. The pass Mark is 40.
- Write a pseudo code to read three integers and display the lowest among them.
- ➤ Write a pseudo code to read a nonzero positive integer and display the count of odd and even digits in it. E.g. 123 => odd = 2, even = 1



Thank You!

Er. Shiva K. Shrestha

computer.khwopa@gmail.com