

Lesson 7 - Pseudocode

Logical Computational Thinking

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Basics

Instructions

An **instruction** is a line that ends with a **semicolon**. Some instructions can open a **block of code**.

```
1  . . . ;
```

Code blocks

A **block of code** is a series of **instructions** inside a couple of curly brackets.

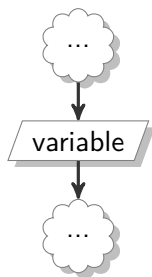
```
1  {  
2      . . . ;  
3      . . . ;  
4      . . . ;  
5  }
```

Program start/end



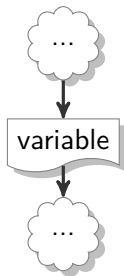
```
1 {  
2   variables declarations;  
3   ...  
4 }
```

Input



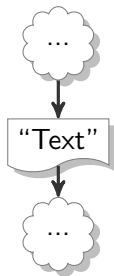
```
1  ...  
2  input variable;  
3  ...
```

Output 1



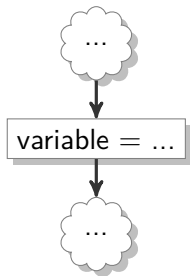
```
1  ...  
2  output variable;  
3  ...
```

Output 2



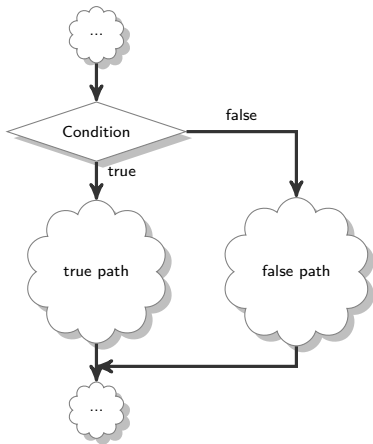
```
1 ...  
2 output "Text";  
3 ...
```

Assignment



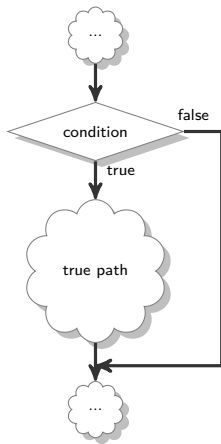
```
1  ...  
2  variable = ...;  
3  ...
```

Selection 1



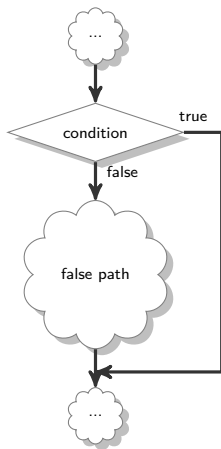
```
1  ...  
2  if(condition){  
3      true path  
4  } else {  
5      false path  
6  }  
7  ...
```


Selection 2



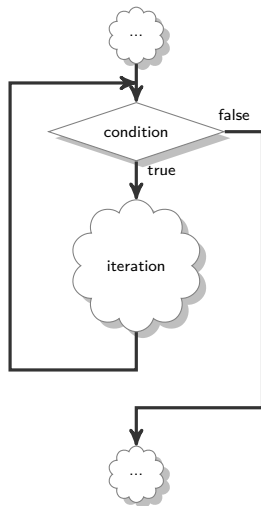
```
1  ...  
2  if(condition){  
3      true path  
4  }  
5  ...
```

Selection 3



```
1  ...  
2  if(! condition){  
3      false path  
4  }  
5  ...
```

Iteration 1

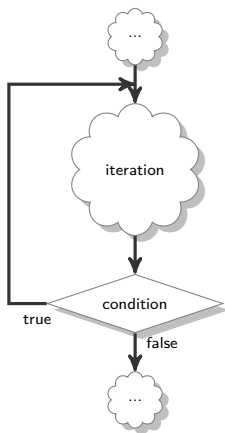


```
1  ...  
2  while(condition){  
3      iteration  
4  }  
5  ...
```

Alert

If the true and false in the selection are inverted, you need to negate the condition like for the `if` .

Iteration 2

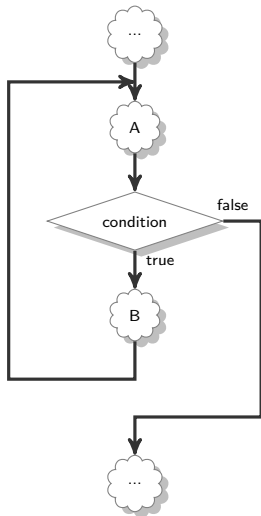


```
1  ...  
2  do {  
3      iteration  
4  } while(condition);  
5  ...
```

Alert

If the true and false in the selection are inverted, you need to negate the condition like for the `if` .

Iteration 3



Transforms

