Tricia Corraine Tagle

AB Psych181

**ACTIVITY 3**

**Flowchart design in determining whether the number is even**

**STEPS**

* Input a random number
* Process if the number is odd or even
* Display output as odd and even

**Start**

Input number

Is the number even number?

if (x % 2) { /\* x is even\*/ }

No

Yes

The number is even

The number is odd

**END**

**Pseudocode Activity no.1 (Get the sum)**

START

INPUT number 1

INPUT number 2

COMPUTE number1 + number2 = sum

OUTPUT sum

END

**Pseudocode Activity no.2 (Area of a circle)**

START

GET input number

IF given has diameter

INPUT diameter

CALCULATE Area = 3.14 \* (diameter/2)²

DISPLAY Area

END

IF given has no diameter

INPUT radius

CALCULATE Area = 3.14 \* radius \* radius

DISPLAY Area

END

IF given has no radius

DISPLAY no input

END

**Pseudocode Activity no.3 (Odd or Even)**

START

SET Number

IF Number is even

// if (x % 2) { /\* x is even\*/ }

PRINT the number is even

END

ELSE If x has a remainder of 0

PRINT the number is not even

END