LAB EXERCISE 1 TOPIC 1: PROGRAMMING PROBLEM SOLVING

NAME: NUR UMAIRAH BT ZAMRI

MATRIC NO: A24CS0168

SECTION: 02

QUESTION 1 [5 Marks]

Based on the following pseudocode in **Figure 1**, complete the trace table given in **Table 1**.

```
1. START
2. READ n, m
3. IF (n > = m)
   3.1 START_IF
      3.1.1 IF (n > 10)
          3.1.1.1 START IF
             3.1.1.1.1 IF (m> 10)
                3.1.1.1.1.1 START_IF
                    3.1.1.1.1.1 PRINT "both n and m is greater than 10"
                3.1.1.1.1.2 END_IF
             3.1.1.1.2 IF (n = = m)
                3.1.1.1.2.1 START IF
                       3.1.1.1.2.1.1.1 PRINT "n is equal to m"
                3.1.1.1.2.2 END IF
          3.1.1.2 END_IF
   3.2 END_IF
4. ELSE
   4.1 PRINT (n-m)*2
5. PRINT n, m
6. END
```

Figure 1

ANSWER:

Table 1

n	m	Output
0	0	n is equal to m 0, 0
10	0	20 10, 0
20	10	20 20, 10
20	20	both m and n is greater than 10 n is equal to m 20, 20
0	10	-20 0, 10

QUESTION 2 [20 Marks]

Write a pseudo code for a program that will implement the following decision table in **Table 2**. The program will **print the input grade point and the class of degree based on a user input. The program will terminate the loop when a user input a sentinel value other than 'y' or 'Y'.**

Table 2

GRADE POINT	Class of Degree		
0.0 – 0.99	Failed		
1.0 – 2.00	General degree		
2.1 – 2.7	Second class lower		
2.71 – 3.69	Second class upper		
3.7 – 4.00	First Class		

ANSWER:

- 1. Start
- 2. Read value
- 3. While (value != 'y' || value != 'Y')
 - 3.1 Read gradepoint
 - 3.2 If (gradepoint => 3.7 && gradepoint <=4.00)
 - 3.2.1 Print "First Class", gradepoint
 - 3.3 Else if (gradepoint \Rightarrow 2.71 && gradepoint \iff 3.69)
 - 3.3.1 Print "Second class upper", gradepoint
 - 3.4 Else if (gradepoint => 2.1 && gradepoint <= 2.70)
 - 3.4.1 Print "Second class lower", gradepoint
 - 3.5 Else if (gradepoint => 1.0 && gradepoint <= 2.00)
 - 3.5.1 Print "General degree", gradepoint
 - 3.6 Else
 - 3.6.1 Print "Failed", gradepoint
 - 3.7 End if
 - 3.8 Repeat value
- 4. End while
- 5. End