TYPE VECTOR is Structure Defined

Initialize a char variable

Initialize two double variables

End of VECTOR Type

Main

Start

Start loop

Start

Option A:

Call addVectors(Arguments: pointer to structure)

Break

Option S:

Call subtractVectors(Arguments: pointer to structure)

Break

Option M:

Call scalarMultiplyVecs(Arguments: pointer to structure)

Break

Option P:

Call scalarProductVecs(Arguments: pointer to structure)

Break

Option L:

Call magnitudeVecs(Arguments: pointer to structure)

Break

End

End loop

End

addVectors(Parameters: pointer to structure)

Start

End

subtractVectors(Parameters: pointer to structure)

Start

End

scalarMuliplyVecs(Parameters: pointer to structure)

Start

End

scalarProductVecs (Parameters: pointer to structure)

Start

End

magnitudeVecs(Parameters: pointer to structure)

Start

End