Here we demonstrate how algorithms or pseudocode can be typeset using the `algorithm` environment provided by the `algorithm2e` package.

You should not load the `algorithm`*,* `algpseudocode`*,* `algcompatible`*,* `algorithmic` *packages if you have already loaded* `algorithm2e`*.*

Note that the command and argument syntax provided by `algorithm2e` are very different from those provided by `algpseudocode`. It is important to know clearly which package that you are using, and then accordingly write the relevant commands with the correct syntax.

$i \leftarrow 10$;
if $i \geq 5$ **then**
  $i \leftarrow i - 1$;
else
  if $i \leq 3$ **then**
    $i \leftarrow i + 2$;
  end
end

Every line in your source code **must** end with `\;` otherwise your algorithm will continue on the same line of text in the output. Only lines with a macro beginning a block should not end with `\;`.

The above algorithm example is uncaptioned. If you need a caption for your algorithm, use `\caption{...}` inside the `algorithm` environment. You can then use `\label{...}` after the `\caption` so that the algorithm number can be cross-referenced, e.g. Algorithm **??** and **??**.

By default, the `plain` algorithm style is used. But if you prefer lines around the algorithm and caption, you can add the `ruled` package option when loading `algorithm2e`, or write `\RestyleAlgo{ruled}` in your document.

The `algorithm2e` package also provides a `\listofalgorithms` command that works like `\listoffigures`, but for captioned algorithms:

List of Algorithms

Algorithm 1: An algorithm with caption

```
Data: n ≥ 0
Result: y = x^n
y ← 1;
X ← x;
N ← n;
while N ≠ 0 do
    if N is even then
        X ← X × X;
        N ← N/2 ;                                   /* This is a comment */
    else
        if N is odd then
            y ← y × X;
            N ← N − 1;
        end
    end
end
```

Algorithm 2: Bubble Sort Algorithm

```
Data: An array A of n elements
Result: The array A sorted in non-decreasing order
for i ← 0 to n − 1 do
    for j ← 0 to n − i − 1 do
        if A[j] > A[j + 1] then
            swap A[j] and A[j + 1];
        end
    end
end
```

Algorithm 3: Binary Search Algorithm

Data: An array A of n elements sorted in non-decreasing order, and a search key x
Result: The index of x in A, or -1 if x is not found

```
low ← 0;
high ← n − 1;
while low ≤ high do
    mid ← ⌊(low+high)/2⌋ ;                    /* Compute the midpoint */
    if A[mid] = x then
        return mid ;                          /* Found x at index mid */
    end
    if A[mid] < x then
        low ← mid + 1 ;                       /* x must be in the right half */
    end
    else
        high ← mid − 1 ;                      /* x must be in the left half */
    end
end
return −1 ;                                   /* x is not in the array */
```

Algorithm 4: Merge Sort Algorithm

Data: An array A of n elements
Result: The array A sorted in non-decreasing order
if $n > 1$ **then**
    $mid \leftarrow \lfloor \frac{n}{2} \rfloor$; `/* Find the middle index */`
    $L \leftarrow$ copy of the left half of A from index 0 to $mid - 1$;
    $R \leftarrow$ copy of the right half of A from index mid to $n - 1$;
    `/* Recursively sort the left and right halves */`
    MergeSort(L);
    MergeSort(R);
    `/* Merge the sorted halves back into` A `*/`
    $i \leftarrow 0$;
    $j \leftarrow 0$;
    $k \leftarrow 0$;
    while $i < lengthofL$ ***and*** $j < lengthofR$ **do**
        if $L[i] \leq R[j]$ **then**
            $A[k] \leftarrow L[i]$;
            $i \leftarrow i + 1$;
        end
        else
            $A[k] \leftarrow R[j]$;
            $j \leftarrow j + 1$;
        end
        $k \leftarrow k + 1$;
    end
    `/* Copy any remaining elements of` L `and` R `into` A `*/`
    while $i < lengthofL$ **do**
        $A[k] \leftarrow L[i]$;
        $i \leftarrow i + 1$;
        $k \leftarrow k + 1$;
    end
    while $j < lengthofR$ **do**
        $A[k] \leftarrow R[j]$;
        $j \leftarrow j + 1$;
        $k \leftarrow k + 1$;
    end
end