

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 1 and 2.

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.

Algorithm 1: An algorithm with caption

```

Data:  $n \geq 0$ 
Result:  $y = x^n$ 
 $y \leftarrow 1;$ 
 $X \leftarrow x;$ 
 $N \leftarrow n;$ 
while  $N \neq 0$  do
|   if  $N$  is even then
|   |    $X \leftarrow X \times X;$ 
|   |    $N \leftarrow \frac{N}{2};$ 
|   else
|   |   if  $N$  is odd then
|   |   |    $y \leftarrow y \times X;$ 
|   |   |    $N \leftarrow N - 1;$ 
|   |   end
|   end
end

```

/* This is a comment */

The `algorithm` environment is a *float*, like `table` and `figure`, so you can add float placement modifiers [`hbt!`] after `\begin{algorithm}` if necessary.

Algorithm 2: Another algorithm with caption

Data: Write here the required data
Result: Write here the expected result
initialization;
while *While condition* **do**
| instructions;
| **if** *condition* **then**
| | instructions1;
| | instructions2;
| **else**
| | instructions3;
| **end**
end

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

List of Algorithms

1	An algorithm with caption	1
2	Another algorithm with caption	2