DSA (Dota structures 8 Algorithms) Good Good Problem DSA leads to concepts Solver Non-Primitive Privilius Linear Mon-linear Graph table Static Dynamic vector vinced stack dueve Arrays Flowchart & Beudocodes Diagram Stort of solution CXI Start (Input of Print Wil Process rame="Name" Son = orb Printson Decision (SUNZO) Go

Psévdocodes General logic of solution irrespective of the language. writter in different steps. Example 5 1. Input a and b 2. Som = a + b 3. print sum 4. Exit steps could be different but the popic will remain the same. D-> Min of 2 Number (Spart) Input a 8b/ Print b Print a Exit (1). Input a and b 2) if a acb print a 3. else Printo b

Sur of Numbers upto M Count=1 , sum=0 count = count +1 court C=N Sum = Sum + court Pseudocodes D Input = 1 6) court = 1, sum = 0 1 while court C=N sum = sum + count court = court +1 print sun Exit

Court=1, multiply=1 (count + Print multiply Pseudocode while court C=1 multiply - multiply + count court = court print multiply Exit