## COMPUTER SCIENCE

## ALGORITHM IN PSEUDOCODE

## LESSON OBJECTIVES

Students should be able to:

- Do Pseudocode and flowchart Practice


## Pseudocode Problem

Duration: 5 minutes

Write a pseudocode that reads two numbers and multiplies them together and print out their product.

Duration: 3 minutes

INPUT Num1
INPUT Num2
Multi = Num1 * Num2
PRINT Multi

## Pseudocode Problem with Flowchart

INPUT Num1
INPUT Num2
Multi $=$ Num1 * Num2 PRINT Multi


## Pseudocode Problem

Duration: 5 minutes

Write pseudo code that tells a user that the number they entered is not a 5 or a 6 .

Write pseudo code that tells a user that the number they entered is not a 5 or a 6.

INPUT Num1
If Num1 $=5$ then
Print " Your number is 5"
ELSEIF Num1 = 6 then
Print "Your number is 6"

## ELSE

PRINT "Your number is not 5 or 6"

## ENDIF

## Pseudocode Problem with Flowchart

Duration: 3 minutes

```
INPUT Num1
If Num1 = 5 then
        Print " Your number is 5"
ELSEIF Num1 = 6 then
            Print "Your number is 6"
ELSE
    "Your number is not 5 or 6"
ENDIF
```

    START
    

## Pseudocode Problem

Duration: 5 minutes

Find the biggest of 3 inputted numbers (if else statement)

## Pseudocode Problem

Find the biggest of 3 inputted numbers (if else statement)

INPUT num1
INPUT num2
INPUT num3
IF num1>num2 AND
num1>num3 THEN
OUTPUT num1+ "is higher"

ELSE IF num2 > num3 THEN OUTPUT num2 + "is
higher"
ELSE
OUTPUT num3+ "is higher" ENDIF

## Pseudocode Problem

Duration: 5 minutes

## Print Numbers from 1 to 100 FOR ... TO... NEXT statement

Duration: 5 minutes

Print Numbers from 1 to 100 ( FOR ... TO... NEXT statement )

## FOR counter = 1 TO 100 STEP 1 DO PRINT counter

NEXT

## Pseudocode Problem

Duration: 5 minutes

Write a keyboard WSAD keys movement code using the CASE statement, a BEEP will sound when other keys are pressed.

## Pseudocode Problem

Duration: 5 minutes
Write a keyboard WSAD keys movement code using the CASE statement, a BEEP will sound when other keys are pressed.

INPUT Move
CASE Move OF
'W': Position $\leftarrow$ Position - 10
'S': Position $\leftarrow$ Position +10
'A': Position $\leftarrow$ Position - 1
'D': Position $\leftarrow$ Position + 1
OTHERWISE : Beep
ENDCASE

## Activity-1

Duration: 20 minutes

1. Software is designed to calculate grades of students according to the marks scored. The grades for marks scored are given in the table.
Create the pseudocode and flowchart of the algorithm.

| Marks (\%) | Grade |
| :---: | :---: |
| $90-100$ | A* $^{*}$ |
| $80-89$ | A |
| $70-79$ | B |
| $60-69$ | C |
| $50-59$ | D |
| Below 50 | Fail |

## ACTIVITY 1 ANSWER

| Marks (\%) | Grade |
| :---: | :---: |
| $90-100$ | A $^{*}$ |
| $80-89$ | A |
| $70-79$ | B |
| $60-69$ | C |
| $50-59$ | D |
| Below 50 | Fail |



1. Create a flowchart and pseudocode for an algorithm to calculate factorial of a number.

## ACTIVITY 2 ANSWER

Create a flowchart and pseudocode for an algorithm to calculate factorial of a number.

```
Pseudocode:
Input num
count\leftarrow1
fact\leftarrow1
    While (count<num) Do
        fact=fact\timescount
        count=count+1
    endwhile
Print fact
```

ACTIVITY 2 ANSWER

Create a flowchart and pseudocode for an algorithm to calculate factorial of a number.

Pseudocode:
Input num
count $\leftarrow 1$
fact $\leftarrow 1$
While (count<num) Do fact=fact×count count=count+1
endwhile
Print fact


## ACTIVITY 2 ANSWER



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## THANK YOU

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