



COMPUTER SCIENCE

ALGORITHM IN PSEUDOCODE

Standard Methods Of Solution





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LESSON OBJECTIVES

Students should be able to:

- Do Pseudocodes for sample problems
- Understand Pseudocode for standard methods of solution

Pseudocode



Write the Pseudocode that gets the average of 3 numbers using FOR loop.

Pseudocode

Write the Pseudocode that gets the average of 3 numbers using FOR loop.

```
FOR counter = 1 to 3
    PRINT "Enter a number"
    INPUT (Mark)
    Total = Total + Mark
NEXT
Average = Total /3
PRINT "The average is: "
PRINT (Average)
```

Python Codes

Write the Pseudo that gets the average of 3 numbers using FOR loop.



main.py > ...

```
1  #Getting the AVERAGE using FOR loop
2  addnum = 0
3  total=0
4  mark=0
5  for count in range(3):
6      print("Please input a number")
7      addnum = input(int(mark))
8      total = int(total) + int(addnum)
9  avg = total/3
10 print("The average is:", avg)
11 print("Finally finished!")
```

```
Please input a number
067
Please input a number
068
Please input a number
090
The average is: 75.0
Finally finished!
> 
```

Pseudocode



Write the Pseudocode to get and calculate the factorial of a given number using WHILE loop

Pseudocode

Write the Pseudo to get and calculate the factorial of a given number using WHILE loop

Pseudocode:

```
Input num
count ← 1
fact ← 1
  While (count < num) Do
    count = count + 1
    fact = fact × count
  endwhile
Print fact
```


Python Codes

Write the Pseudo to get and calculate the factorial of a given number using WHILE loop

```
main.py > ...  
1 fact=1  
2 count=1  
3 num= input('enter a number')  
4 while count < int(num):  
5     count= count+1  
6     fact = count*fact  
7 print ("The factorial of the number is: ", fact)
```

```
enter a number4  
The factorial of the number is:  24  
> 
```

Pseudocode

Write the Pseudo that gets the average of 3 numbers using FOR loop.



```
For counter = 1 to 3
    Print "Enter a number"
    Input (Mark)
    Total = Total + Mark
Next
Average = Total /3
Print "The average is: "
Print (Average)
```

Pseudocode

Write Pseudocode to print all multiples of 5 between (1 and 200).

```
Print all multiples 5 between 1 to 200
```

```
1
```

```
5
```

```
25
```

```
125
```

```
> []
```

Pseudocode

Write Pseudocode to print numbers in multiples of 5 between 1 and 200.

```
Print all multiples 5 between 1 to 200
1
5
25
125
> □
```

Pseudocode

Write a Pseudocode to print all multiples of 5 between (1 and 200).

$X \leftarrow 1$

While ($x < 200$)

Print x

$x = x * 5$

Endwhile

Python Codes

Write a Pseudocode to print all multiples of 5 between (1 and 200).

```
main.py ▾ [icon] × +  
main.py > ...  
1 # Printing all multiple of 5s between 1 to 200  
2 print ("Print all multiples 5 between 1 to 200 ")  
3 x = 1  
4 while (x < 200):  
5     print (x)  
6     x = x * 5  
7
```

Pseudocode

Write pseudo code that performs the following:

Ask a user to enter a number. If the number is between 0 and 10, write the word blue.

If the number is between 11 and 20, write the word red.

if the number is between
21 and 30, write the word green.

If it is any other number, write that it is not a correct color option.

Pseudocode

INPUT Num 1

IF Num1 ≥ 0 AND Num1 ≤ 10

PRINT "Your color is BLUE"

ELSEIF Num1 ≥ 11 AND Num1 ≤ 20

PRINT "Your color is RED"

ELSEIF Num1 ≥ 21 AND Num1 ≤ 30

PRINT "Your color is GREEN"

ELSE

PRINT "You color is not in the selection of number"

ENDIF

Python Codes

main.py > ...

```
1  # Program that identifies input base on the condition
2  # 0 to 10 is Blue
3  # 11 to 20 is Red
4  # 21 to 30 is Green
5  # 31 and above is not in the selection
6  num = input("enter a number  ")
7
8  if (int(num)>=0 and int(num)<=10):
9      print ("Your color is blue")
10 else:
11     if(int(num)>10 and int(num)<=20):
12         print ("Your color is red")
13     else:
14         if (int(num)>20 and int(num) <= 30):
15             print("your color is Green")
16         else:
17             print ("your color is not in the selection of numbers")
```

enter a number 30
your color is Green

➤

Pseudocode

Write pseudo code that performs the following:

Ask a user to enter a number. If the number is between 0 and 10, write the word blue.

If the number is between 10 and 20, write the word red.

if the number is between
20 and 30, write the word green.

If it is any other number, write that it is not a correct color option.

Pseudocode



Write pseudo code that reads in three numbers and Print them all in sorted order.

Pseudocode

Write pseudo code that reads in three numbers and Print them all in sorted order.

main.py > ...

```
1 """Write pseudo code that reads in three numbers and Print them all in
  sorted order."""
2 #This program sorts 3 inputted numbers and output it. Mr Fritz
3
4 a = 3
5 b = 1
6 c = 5
```

1 3 5 are the sorted numbers

> []

Pseudocode

Write pseudo code that reads in three numbers and Print them all in sorted order.

main.py > ...

```
1 """Write pseudo code that reads in three numbers and Print them all in  
sorted order."""  
2 #This program sorts 3 inputted numbers and output it. Mr Fritz.  
3  
4 a = 6  
5 b = 1  
6 c = 5
```

1 5 6 are the sorted numbers

> []

Pseudocode

Write pseudo code that reads in three numbers and Print them all in sorted order.

main.py > ...

```
1 """Write pseudo code that reads in three numbers and Print them all in
  sorted order."""
2 #This program sorts 3 inputted numbers and output it. Mr Fritz
3
4 a = 6
5 b = 1
6 c = 2
```

1 2 6 are the sorted numbers

>

Pseudocode

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Write pseudo code that reads in three numbers and Print them all in sorted order.

```
INPUT Num1, Num2, Num3
```

```
IF Num1 < Num 2
```

```
    IF Num2 < Num3
```

```
        Print Num1, Num2, Num3
```

```
    ELSE
```

```
        IF Num3 < Num1
```

```
            Print Num3, Num2, Num1
```

```
        ELSE
```

```
            Print Num1, Num3, Num2
```

```
ELSE
```

```
IF Num1 < Num 3
```

```
    Print Num2, Num1, Num3
```

```
ELSE
```

```
    IF Num3 < Num2
```

```
        Print Num3, Num2, Num1
```

```
    ELSE
```

```
        Print Num2, Num3, Num1
```

```
    ENDIF
```

```
ENDIF
```

```
ENDIF
```

```
ENDIF
```

```
ENDIF
```

Python Codes

Write pseudo code that reads in three numbers and Print them all in sorted order.

```
main.py × +
main.py > ...

1  #This program sorts 3 inputted numbers and output it. Mr Fritz
2
3  a = 3
4  b = 1
5  c = 5
6  if a < b:
7      if b < c:
8          print (a, b, c, "are the sorted numbers")
9      else :
10         if c < a:
11             print (c, b, a, "are the sorted numbers")
12         else :
13             print (a, c, b, "are the sorted numbers")
14     else:
15         if a < c:
16             print (b, a, c, "are the sorted numbers")
17         else:
18             if c < b:
19                 print (c, b, a, "are the sorted numbers")
20             else:
21                 print (b, c, a, "are the sorted numbers")
22
```


Standard Methods used in Algorithm

- Totalling
- Counting
- Finding Maximum, Minimum, and Average
- Searching using a Linear search
- Sorting using Bubble Sort

TOTALLING

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- Means, keeping total that values are added to.

```
Total ← 0
FOR Counter ← 1 TO ClassSize
    Total ← Total + StudentMark[Counter]
NEXT Counter
```

Initialising
Total to zero

Totalling the marks
in an array called
StudentMark

COUNTING

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- Keeping a count of the number of times an action is performed

```
PassCount ← 0  
FOR Counter ← 1 TO ClassSize  
    INPUT StudentMark  
    IF StudentMark > 50
```

Initialising
PassCount to
zero

```
        THEN  
            PassCount ← PassCount + 1  
    NEXT Counter  
Count ← Count + 1
```

Counting the
number of passes

COUNTING

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- Keeping a count of the number of times an action is performed

```
PassCount ← 0  
FOR Counter ← 1 TO ClassSize  
    INPUT StudentMark  
    IF StudentMark > 50
```

Initialising
PassCount to
zero

```
        THEN  
            PassCount ← PassCount + 1  
    NEXT Counter  
Count ← Count + 1
```

Counting the
number of passes

COUNTING (Adding)

- Keeping a count of the number of times an action is performed

```
PassCount ← 0  
FOR Counter ← 1 TO ClassSize  
    INPUT StudentMark  
    IF StudentMark > 50
```

Initialising
PassCount to
zero

```
        THEN  
            PassCount ← PassCount + 1  
    NEXT Counter  
Count ← Count + 1
```

Counting the
number of passes

COUNTING (Subtracting)

- Counting is also used to countdown until a certain value is reached. Example code snippet:

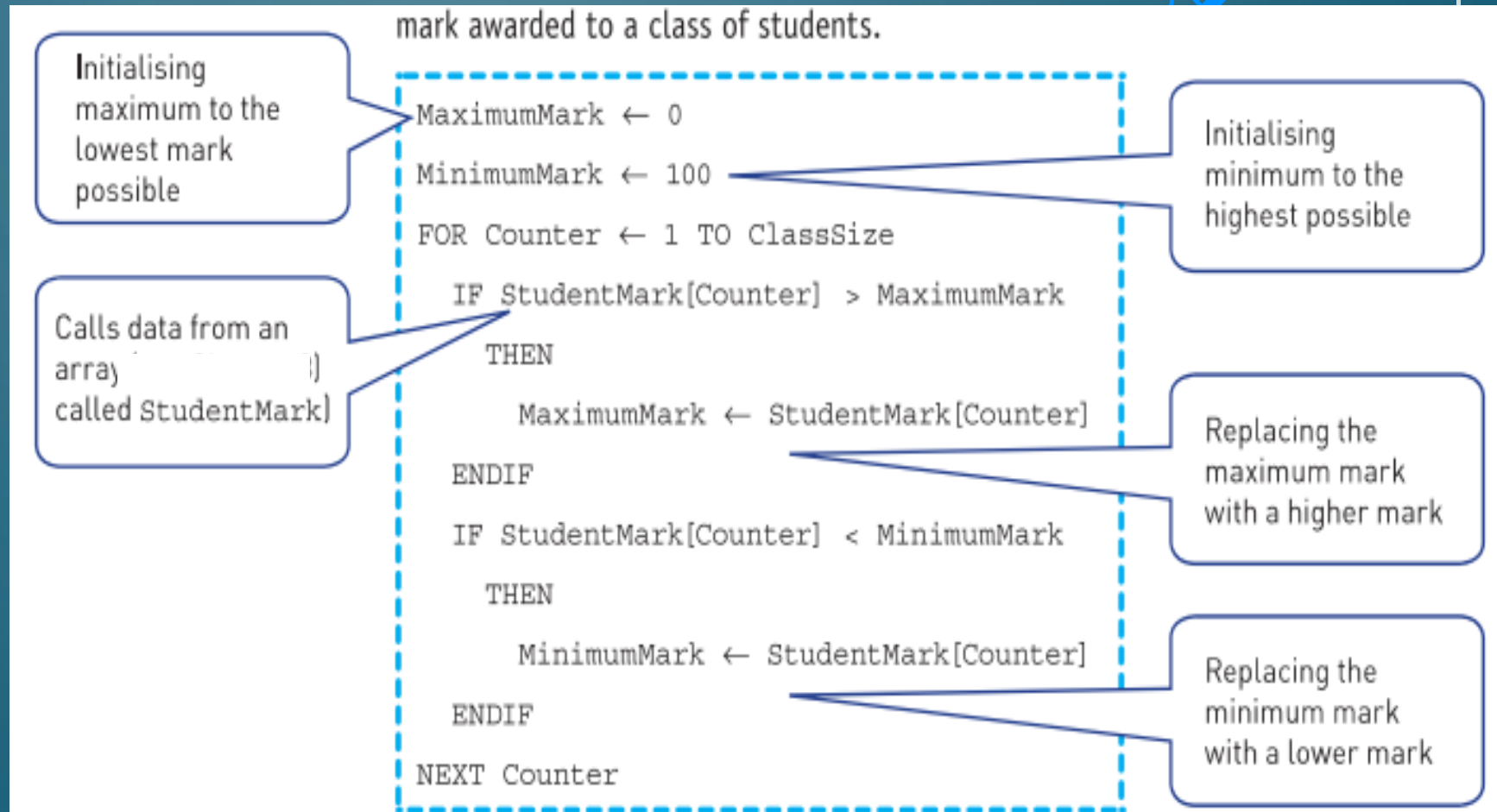
```
:  
NumberInStock ← NumberInStock - 1  
IF NumberInStock < 20  
    THEN  
        CALL Reorder()  
:
```

Counting down
items in stock

Maximum, Minimum, and Average

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- Finding the largest and smallest value in the list a two standard methods that are frequently used in an algorithm.
- Example: Finding the highest and lowest mark awarded to a class of students.



Maximum, Minimum, and Average

32

Starting the loop at the second position in the list.

```
MaximumMark ← StudentMark[1]
MinimumMark ← StudentMark[1]
FOR Counter ← 2 TO ClassSize
    IF StudentMark[Counter] > MaximumMark
        THEN
            MaximumMark ← StudentMark[Counter]
    ENDIF
    IF StudentMark[Counter] < MinimumMark
        THEN
            MinimumMark ← StudentMark[Counter]
    ENDIF
NEXT Counter
```

Initialising minimum and maximum to the first mark

- Example: Finding the highest and lowest mark awarded to a class of students. If the largest and smallest values are not known, set the maximum and minimum values to the first item on the list.

Maximum, Minimum, and Average

33

- Calculating the average (mean) of all the values is an extension of the totalling method.
- Example: Calculating the average mark of a class of students.

```
Total ← 0  
FOR Counter ← 1 TO ClassSize  
    Total ← Total + StudentMark[Counter]  
NEXT Counter  
Average ← Total / ClassSize
```

Calculating the average from the total after the loop has been completed



KNOWING WHAT YOU LEARNED

Go to:

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- You are to write your real name and grade.
- Example: Nguyen Anh Thanh 10SL2

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The background is a solid blue color with a subtle gradient. Overlaid on this are white, stylized circuit board traces. These traces are most prominent on the left side, where they form a dense, vertical pattern of lines and small circles. Similar, but less dense, traces appear on the right side, particularly in the top and bottom corners. The overall aesthetic is technical and digital.

COMPUTER SCIENCE

FRITZ EUGENE BANSAG

<https://www.febstar.com>

The background is a solid dark blue. In the corners, there are white line-art illustrations of circuit boards or neural networks. These lines connect to small white circles, creating a geometric pattern. The lines are thin and the circles are small, scattered across the four corners of the slide.

THANK YOU

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