Algorithms and Flowcharts Section 5

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Find Even numbers between 1 to 50



Algorithm

Step-1 Start

Step-2 I = 1

Step-3 IF (I >50) THEN GO TO Step-7 ENDIF

Step-4 IF ((I % 2) =0) THEN Display I ENDIF

Step-5 I=I+1

Step-6 GO TO Step--3

Step-7 Stop



Task 2

حساب المعدل التر اكمى GPA للطالب يتم بالتالي: (0.9) بقدار GPA إذا كان التقدير (grade = A) إذا كان التقدير (grade = A) إذا كان التقدير إذا كان التقدير (grade = B) زاد GPA بمقدار 0.7 إذا كان التقدير (grade = C) زاد GPA بمقدار 0.5 إذا كان التقدير (grade = F) زاد GPA بمقدار 0.0 أوجد المخطط الانسيابي (flowchart) بالإضافة إلى كود الشفرة (Pseudo code) لخوارزم يقوم بحساب المعدل التر اكمى GPA للطالب في ماده معينه. إذا تم إدخال تقدير (GPA) خاطئ فان الخوارزم ينتهى مع طباعة رسالة "You typed wrong grade" . الخوارزم يطبع قيمه كل من grade and GPA . يمكن اعتبار وجود قيمه أوليه (GPA = 2.5)

Pseudo code Begh Variable GPA=2.5 : real Variable grade: character GPA=25 Begin Read (grade) Read (grade) Switch (grade) case: "A" andres 'A' GPA = GPA + 0.9Break GPA = GPA+0.9 and == "B" case: 'B' GPA = GPA + 0.7Break gade = C GPA = GPA+0.7 case; "C" gade = T GPA = GPA + 0.5GPA = GPA+0.5 Break case: "F" GPA = GPA+0.0. White("You Typed Warng grade") GPA = GPA + 0.0Break Ent Default Write ("You Typed Wrong Grade ") Exit Write (grade, GPA) Switch-end Write (grade, GPA) End End

باستخدام While structure أوجد Pseudo code لخرارزم يقوم بطباعة الأعداد من 1 إلى 100

Variable Num=1 : integer Begin While (Num ≤ 100) Write (Num) Num = Num + 1While-end End

Algorithm & Flowchart to find Odd numbers between 1 to 100

ALGORITHM :

Step 1: Start Step 2: Declare variable N as integer type Step 3: Set N = 1Step 4: while ($N \le 100$) Step 5: if (N % 2 != 0) then Step 6: print N Step 7: End if Step 8: N = N + 1Step 9: End while Step 10: Stop



Algorithm & Flowchart to find sum of series 1+2+3+....+N

Algorithm Step-1 Start Step-2 Input Value of N Step-3 Initialize SUM = 0, i = 1Step-4 while (i <= N) Step-5 SUM = SUM + i **Step-6** i = i + 1 **Step-7 End while Step-8** Display value of SUM Step-9 Stop



Algorithm & Flowchart to find Factorial of number n (n!=1x2x3x...n)

Algorithm (Using While loop) Step-1 Start Step-2 Read number N **Step-3** FACT = 1 , i = 1 Step-4 WHILE (i <= N) FACT = FACT * i i = i + 1End While **Step-5** Display FACT Step-6 Stop



Algorithm & Flowchart to find Factorial of number n (n!=1x2x3x...n)

Pseudo code

Variable C, F=1, N: integer Begin Read (N) Loop : (C = 1 to N)F = F * CLoop-end: C Write (F) End





Write an algorithm and draw a Flowchart to read in two numbers, x and n, and then compute the sum of this geometric progression:

 $1 + x + x^2 + x^3 + \dots + x^n$

For example: if n is 3 and x is 5, then the program computes 1+5+25+125.

<u>Algorithm</u> <u>Step-1 Start</u> <u>Step-2 Read numbers N , X</u> <u>Step-3 SUM = 1 , TERM = 1 , i = 1</u>

Step-4 WHILE (i <= N) TERM = TERM * x SUM = SUM + TERM i = i + 1 End While Step-5 Display SUM Step-6 Stop



Algorithm & Flowchart to print multiplication Table of a number

Algorithm (Using While loop) **Step-1** Start Step-2 Input Value of NUM Step-3 i =1 Step-4 While (i <= 12) PROD= NUM * i Write i "x" NUM "=" PROD i = i + 1**End While** Step-5 Stop



Algorithm & Flowchart to print multiplication Table of a number

Algorithm (Using For loop) Step-1 Start Step-2 Input Value of NUM Step-3 For (i = 1 to 12) PROD= NUM * i Write i "x" NUM "=" PROD End For Step-4 Stop



Algorithm & Flowchart to print multiplication Table

```
Pseudo code
Variable C1, C2, Prod : integer
Begin
Loop:(C1=1 to 10)
       Loop: (C2 = C1 \text{ to } 10)
               Prod = C1 * C2
               Write (C1, '*', C2, '=', Prod)
       Loop-end:C2
Loop-end:C1
End
```



Algorithm & Flowchart to generate Fibonacci series 0,1,1,2,3,5...,n

<u>Algorithm</u> Step-1 Start **Step-2** Initialize the variables, next, A=0, B=1, Count =2 Step-2 Read number N Step-3 Print (A, B) Step-4 While (Count < N) next = A + Bprint (next) $\mathbf{A} = \mathbf{B}$ B = nextCount = Count + 1 End While Step-5 Stop

