



# Algorithm

Comp230

# Algorithm and Pseudocode

- ▶ An algorithm is a procedure or formula for solving a problem.
- ▶ Pseudocode is a kind of structured English for describing algorithms. It allows the designer to focus on the logic of the algorithm without being distracted by details of language syntax.

# Example 1

- Let's say that you have a friend arriving at the airport, and your friend needs to get from the airport to your house. Here are Four different algorithms that you might give your friend for getting to your home:



# Example 1 Cont.

- ▶ **The taxi algorithm:**
  - ▶ Go to the taxi stand.
  - ▶ Get in a taxi.
  - ▶ Give the driver my address.



# Example 1 Cont.

- ▶ **The call-me algorithm:**
  - ▶ When your plane arrives, call my cell phone.
  - ▶ Meet me outside baggage claim.



# Example 1 Cont.

- ▶ **The rent-a-car algorithm:**
  - ▶ Take the shuttle to the rental car place.
  - ▶ Rent a car.
  - ▶ Follow the directions to get to my house.



# Example 1 Cont.

- ▶ **The bus algorithm:**
  - ▶ Outside baggage claim, catch bus number 70.
  - ▶ Transfer to bus 14 on Jerusalem Street.
  - ▶ Get off on Al-Ersal street.
  - ▶ Walk two blocks north to my house.



# Example 2



- Let's say we have a bunch of words - say, the names of colors. We want to compute the average number of characters in these words. If we were going to do this by hand.



## Example 2 Cont.

- ▶ we would use the following algorithm:
  - ▶ Create a list of the words
  - ▶ Count the number of characters in each word
  - ▶ Compute the average from Step 2.

# Common Action Keywords

- ▶ Input: READ , OBTAIN, GET
- ▶ Output: PRINT, DISPLAY, SHOW
- ▶ Compute: COMPUTE, CALCULATE
- ▶ Initialize: SET
- ▶ Add one: INCREMENT

# Types of Algorithm operations

- ▶ Sequential
- ▶ Conditional
- ▶ Iterative

# Sequential

- ▶ Computation operations
- ▶ Example:
  - ▶ Set the value of “variable” to “value” or “arithmetic expression”
- ▶ Variable
  - ▶ Named storage location that can hold a data value

# Sequential

- ▶ Input operations
  - ▶ To receive data values from the user.
    - ▶ Example: Get a value for  $r$ , the radius of the circle
- ▶ Output operations
  - ▶ To send results to the screen for display.
    - ▶ Example: Print the value of Area

# Sequential

► Write an algorithm to find and print the sum of two integers ?

1. Ask user to enter first integer
2. Read the integer and save as integer\_1
3. Ask user to enter the second integer
4. Read second integer and save as integer\_2
5. Add integer\_1 to integer\_2 and save result as sum
6. Print sum to screen

# Sequential

- Write an algorithm to find and print the area of rectangle.
  1. Ask user to enter the height of rectangle.
  2. Read height and save as `rectangle_height`.
  3. Ask user to enter the width of rectangle.
  4. Read width and save as `rectangle_width`.
  5. Multiply `rectangle_height` by `rectangle_width` and save the result as `area`.
  6. Display `area`.

# Sequential

- ▶ Write an algorithm to reverse any two digits number.
- ▶ 1. Ask user to enter two digits number.
- ▶ 2. Read number and save as num.
- ▶ 3. Divide num by ten and save result as tens.
- ▶ 4. Divide num by ten and save remainder as rem.
- ▶ 5. Multiply rem by ten and save the result as rev.
- ▶ 6. Add tens to rev.
- ▶ 7. Print rev.

```
Suppose num=12  
tens=num /10 =12/10→tens=1  
rem=num%10=12%10→rem=2  
rev=rem*10=2*10→rev=20  
rev=rev+tens=20+1→rev=21
```



# Conditional

- ▶ Selection logic
  - ▶ If you want to check to make sure multiple conditions are met then you can use logical statements.
- ▶ Case
  - ▶ The case is used to allow you to perform different actions based on different conditions.

# Conditional

► Ask questions and choose alternative actions based on the answers.

► Example

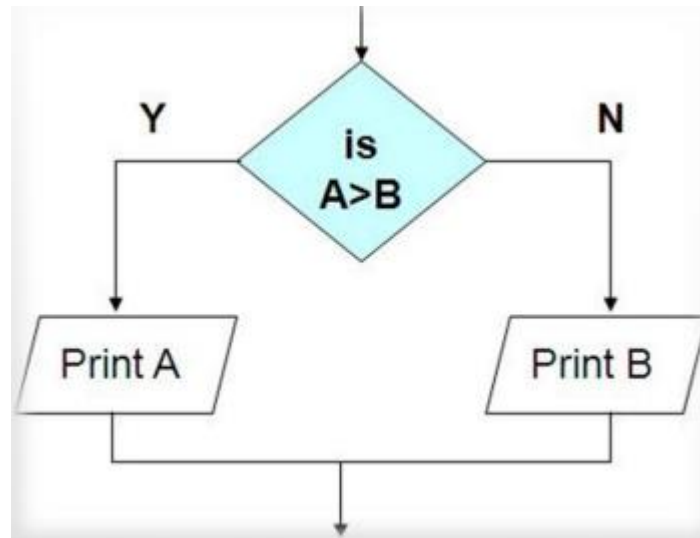
► if A is greater than B

► then print A

► else

► print B

► end if



# Conditional

ELSE keyword is optional

```
IF condition THEN  
    Sequence  
END IF
```

```
IF condition THEN  
    Sequence 1  
ELSE IF condition THEN  
    Sequence 2  
ELSE IF condition THEN  
    Sequence 3  
ELSE  
    Sequence 4  
END IF
```

# Conditional

## Logical Operators :

- ▶ AND
- ▶ OR

## Relational Operators :

- ▶ Greater than
- ▶ Greater than or equal
- ▶ Less than
- ▶ Less than or equal
- ▶ Equal
- ▶ Not Equal

# Conditional

- ▶ Write an algorithm to print passed or failed based on the student grade.
  1. Ask user to enter student grade.
  2. Read grade and save as student\_grade.
  3. If student\_grade greater than or equal sixty then
    - print “passed”
    - else
    - print “failed”
    - end if

# Conditional

Write an algorithm to find and print the maximum element of a set of 3 integers.

1. Ask user to enter first integer.
2. Read the integer and save as first\_integer.
3. Ask user to enter second integer.
4. Read the integer and save as second\_integer.
5. Ask user to enter third integer.
6. Read the integer and save as third\_integer.

7. Let max equal to the first\_integer.
8. If max less than second\_integer then  
    set max to second\_integer  
    end if
9. If max less than third\_integer then  
    set max to third\_integer  
    end if
10. Print “the maximum integer is” max

# Conditional

- CASE: multi way branch based on conditions that are mutually exclusive.

CASE expression OF

Condition 1: sequence 1

Condition 2: sequence 2

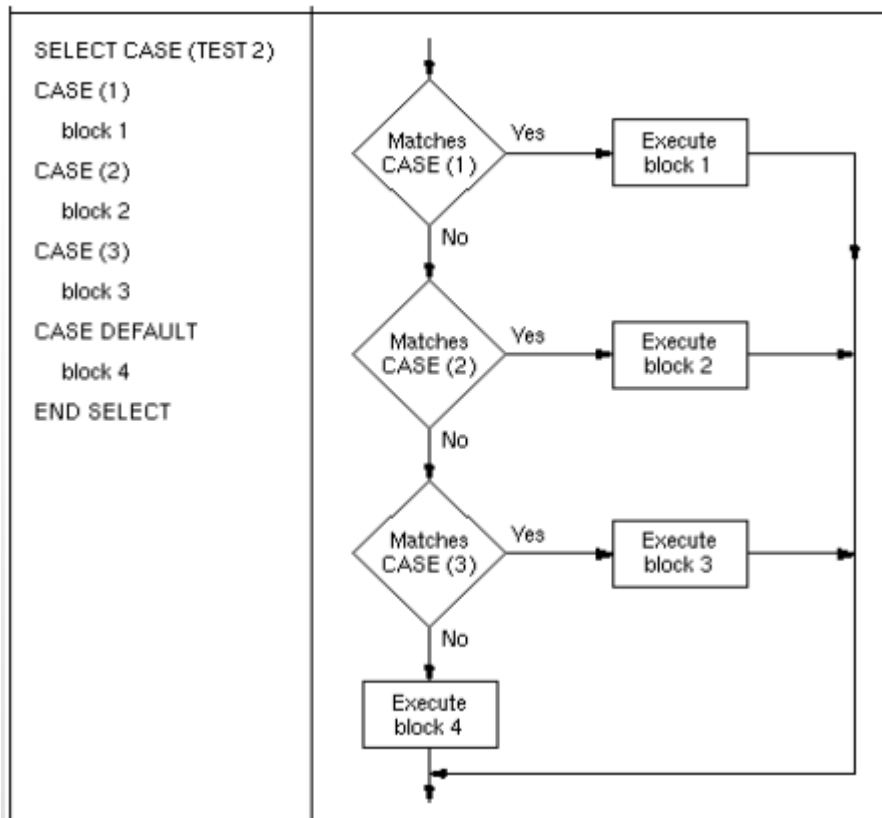
..... : ....

Condition n: sequence n

OTHERS:

default sequence

END CASE



# Conditional

- Write an algorithm to find and print the smallest of three given numbers (assume all numbers are different).

1. Ask user to enter first number
2. Read the number and save as num1
3. Ask user to enter second number
4. Read the number and save as num2
5. Ask user to enter third number
6. Read the number and save as num3
7. If num1 less than num2 and num1 less than num3 then  
    print num1 “is the smallest”  
    else If num2 less than num1 and num2 less than num3 then  
        print num2 “is the smallest”  
    else  
        print num3 “is the smallest”  
    end if

## Rules for logical **And** operations

T	T	T
T	F	F
F	T	F
F	F	F



# Conditional

► Write an algorithm to read a number  $x$  and display its sign.

1. Ask user to enter a number
2. Read the number and save as  $X$
3. If  $x$  is greater than zero then  
    print  $x$  “is positive”  
    else if  $x$  is equal zero then  
        print  $x$  “is zero”  
    else  
        print  $x$  “is negative”  
    end if

# Conditional

- Write an algorithm that will input student average. If the average is greater than or equal to 60 and less than or equal to 70, the algorithm should display “Passed”. If it is greater than 70 and less than or equal to 80, print “Good”. If it is greater than 80 and less than 90, print “Very good”. If it is greater than or equal 90 , print “Excellent”. If it is less than 60 the prints “Fail”.

# Conditional

```
1. Ask user to enter student average
2. Read average and save as ag
3. If ag is greater than or equal to sixty and ag is less than or equal to seventy then
    print "Pass"
else if ag is greater than seventy and ag is less than or equal to eighty then
    print "Good"
else if ag is greater than eighty and ag is less than ninety then
    print "Very good"
else if ag is greater than or equal ninety then
    print "Excellent"
else
    print "Fail"
end if
```

Rules for logical <b>OR</b> operations		
T	T	T
T	F	T
F	T	T
F	F	F

# Iterative

- Perform “looping” behavior; repeating actions until a continuation condition becomes false

(1) WHILE condition

sequence

END WHILE

(2) REPEAT

sequence

UNTILE condition

(3) FOR iteration bounds

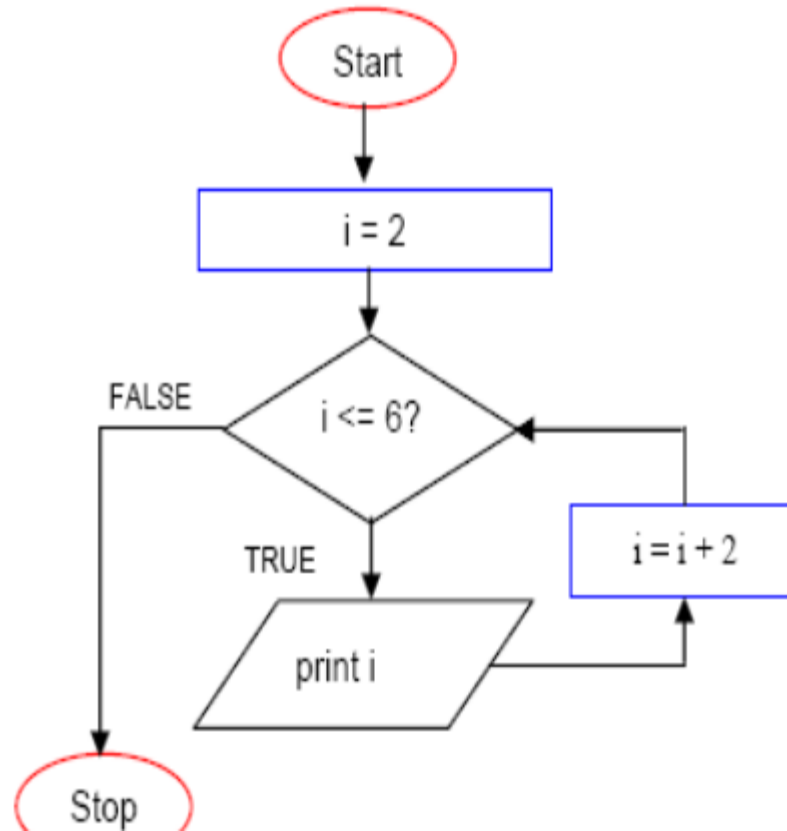
sequence

END FOR

# Iterative

1. Set  $i$  equal to two
2. While  $i$  less than or equal six  
    print  $i$   
    add two to  $i$   
end while

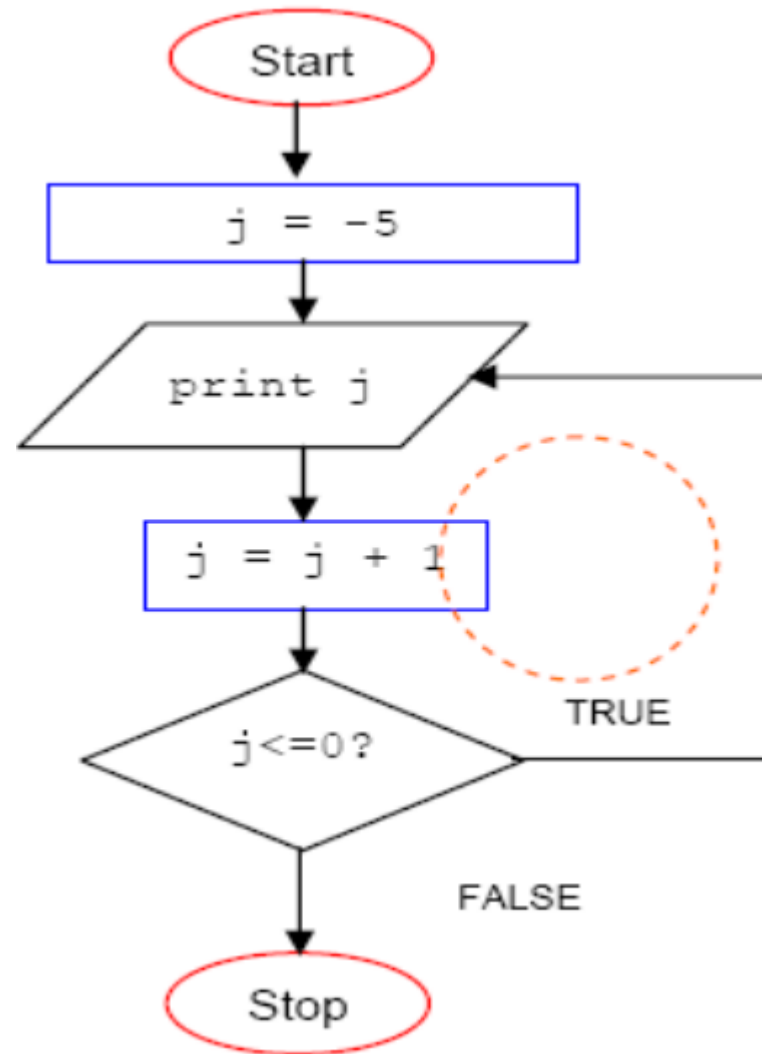
**Output: 2 4 6**



# Iterative

1. Set  $j$  equal to negative five
2. Repeat
  - print  $j$
  - increment  $j$until  $j$  less than or equal to zero

Output: -5 -4 -3 -2 -1 0



# Iterative

Write an algorithm to calculate the average of a set of 10 students.

## Solution 1

1. Set counter to zero
2. Set total to zero
3. While counter is less than ten
  - Ask user to enter grade
  - Read grade and save as gd
  - Add the gd into the total
  - increment counter
- end while
4. Set the average to the total divided by counter
5. Print “the average is ” average

## Solution 2

1. Set counter to one
2. Set total to zero
3. While counter is less than or equal ten
  - Ask user to enter grade
  - Read grade and save as gd
  - Add the gd into the total
  - increment counter
- end while
4. Set the average to the total divided by 10
5. Print “the average is ” average

# Iterative

- Write an algorithm that will count the number of student pass in a class and the amount failed. The pass mark is more than or equal to 65. Suppose the number of students are 30 . The algorithm should output the amount fail and passed.



# Iterative

1. Set counter to zero
2. Set passCounter to zero
3. Set failureCounter to zero
4. While counter less than thirty
  - Ask user to enter student average
  - Read average and save as ag
  - if ag greater than or equal sixty five then
    - increment passCounter
  - else
    - increment failureCounter
  - end if
  - increment counter
- end while
6. Print "pass counter =" passCounter "and failure counter =" failureCounter

# Extra Exercises

- ▶ 1. Write an algorithm that takes 20 integers and decides and prints the number of integers divisible by 3 and the number of integers not divisible by 3.
- ▶ 2. Write an algorithm that will accept the values of the sides of a square and display its area where the formula is :  $\text{area} = \text{side} * \text{side}$

# Extra Exercises

1. Set counter to zero

2. Set divisible\_by\_3 to zero

3. Set not\_divisible\_by\_3 to zero

4. While counter less than twenty

    Ask user to enter a number

    Read average and save as num

    if num Modula 3 equal zero then

        increment divisible\_by\_3

    else:

        increment not\_divisible\_by\_3

    end if

    increment counter

end while

6. Print “divisible\_by\_3 counter = “divisible\_by\_3 “and not\_divisible\_by\_3 counter = “not\_divisible\_by\_3

# Extra Exercises

1. Ask user to enter the side of a square.
2. Read side and save as `sq_side`.
3. Multiply `sq_side` by `sq_side` and save the result as `area`.
4. Display `area`.