

## GE8151 PROBLEM SOLVING AND PYTHON PROGRAMMING

### SYLLABUS

#### OBJECTIVES:

- To know the basics of algorithmic problem solving
- To read and write simple Python programs.
- To develop Python programs with conditionals and loops.
- To define Python functions and call them.
- To use Python data structures — lists, tuples, dictionaries.
- To do input/output with files in Python.

#### UNIT I ALGORITHMIC PROBLEM SOLVING

9

Algorithms, building blocks of algorithms (statements, state, control flow, functions), notation (pseudo code, flow chart, programming language), algorithmic problem solving, simple strategies for developing algorithms (iteration, recursion). Illustrative problems: find minimum in a list, insert a card in a list of sorted cards, guess an integer number in a range, Towers of Hanoi.

#### UNIT II DATA, EXPRESSIONS, STATEMENTS

9

Python interpreter and interactive mode; values and types: int, float, boolean, string, and list; variables, expressions, statements, tuple assignment, precedence of operators, comments; modules and functions, function definition and use, flow of execution, parameters and arguments; Illustrative programs: exchange the values of two variables, circulate the values of n variables, distance between two points.

#### UNIT III CONTROL FLOW, FUNCTIONS

9

Conditionals: Boolean values and operators, conditional (if), alternative (if-else), chained conditional (if-elif-else); Iteration: state, while, for, break, continue, pass; Fruitful functions: return values, parameters, local and global scope, function composition, recursion; Strings: string slices, immutability, string functions and methods, string module; Lists as arrays. Illustrative programs: square root, gcd, exponentiation, sum an array of numbers, linear search, binary search.

#### UNIT IV LISTS, TUPLES, DICTIONARIES

9

Lists: list operations, list slices, list methods, list loop, mutability, aliasing, cloning lists, list parameters; Tuples: tuple assignment, tuple as return value; Dictionaries: operations and methods; advanced list processing - list comprehension; Illustrative programs: selection sort, insertion sort, mergesort, histogram.

#### UNIT V FILES, MODULES, PACKAGES

9

Files and exception: text files, reading and writing files, format operator; command line arguments, errors and exceptions, handling exceptions, modules, packages; Illustrative programs: word count, copy file.

**TOTAL : 45 PERIODS**

#### TEXT BOOKS

Allen B. Downey, ``Think Python: How to Think Like a Computer Scientist``, 2nd edition, Updated for Python 3, Shroff/O'Reilly Publishers, 2016 (<http://greenteapress.com/wp/thinkpython/>)  
Guido van Rossum and Fred L. Drake Jr, —An Introduction to Python – Revised and updated for Python 3.2, Network Theory Ltd., 2011.

#### REFERENCES:

John V Guttag, —Introduction to Computation and Programming Using Python``, Revised and expanded Edition, MIT Press , 2013

Robert Sedgewick, Kevin Wayne, Robert Dondero, —Introduction to Programming in Python: An Inter-disciplinary Approach, Pearson India Education Services Pvt. Ltd., 2016.

## **UNIT I ALGORITHMIC PROBLEM SOLVING**

### **INTRODUCTION**

#### **PROBLEM SOLVING**

Problem solving is the systematic approach to define the problem and creating number of solutions.

The problem solving process starts with the problem specifications and ends with a correct program.

#### **PROBLEM SOLVING TECHNIQUES**

Problem solving technique is a set of techniques that helps in providing logic for solving a problem.

Problem solving can be expressed in the form of

1. Algorithms.
2. Flowcharts.
3. Pseudo codes.
4. Programs

### **5.ALGORITHM**

It is defined as a sequence of instructions that describe a method for solving a problem. In other words it is a step by step procedure for solving a problem

- Should be written in simple English
- Each and every instruction should be precise and unambiguous.
- Instructions in an algorithm should not be repeated infinitely.
- Algorithm should conclude after a finite number of steps.
- Should have an end point
- Derived results should be obtained only after the algorithm terminates.

#### **Qualities of a good algorithm**

The following are the primary factors that are often used to judge the quality of the algorithms.

**Time** – To execute a program, the computer system takes some amount of time. The lesser is the time required, the better is the algorithm.

**Memory** – To execute a program, computer system takes some amount of memory space. The lesser is the memory required, the better is the algorithm.

**Accuracy** – Multiple algorithms may provide suitable or correct solutions to a given problem, some of these may provide more accurate results than others, and such algorithms may be suitable

#### **Building Blocks of Algorithm**

As algorithm is a part of the blue-print or plan for the computer program. An algorithm is constructed using following blocks.

- Statements
- States
- Control flow
- Function

## Statements

Statements are simple sentences written in algorithm for specific purpose. Statements may consists of **assignment statements, input/output statements, comment statements**

### Example:

- Read the value of 'a' //This is input statement
- Calculate  $c=a+b$  //This is assignment statement
- Print the value of c // This is output statement

Comment statements are given after // symbol, which is used to tell the purpose of the line.

## States

An algorithm is deterministic automation for accomplishing a goal which, given an initial state, will terminate in a defined end-state.

An algorithm will **definitely** have **start state** and **end state**.

## Control Flow

Control flow which is also stated as flow of control, determines what section of code is to run in program at a given time. There are three types of flows, they are

1. Sequential control flow
2. Selection or Conditional control flow
3. Looping or repetition control flow

### Sequential control flow:

The name suggests the sequential control structure is used to perform the action one after another. Only one step is executed once. The logic is top to bottom approach.

Example

Description: To find the sum of two numbers.

1. Start
2. Read the value of 'a'
3. Read the value of 'b'
4. Calculate  $\text{sum}=a+b$
5. Print the sum of two number
6. Stop

### Selection or Conditional control flow

Selection flow allows the program to make choice between two alternate paths based on condition. It is also called as **decision structure**

Basic structure:

**IF** *CONDITION* is **TRUE** then

perform some action

**ELSE IF** *CONDITION* is **FALSE** then

perform some action

The conditional control flow is explained with the example of finding greatest of two numbers.

Example

Description: finding the greater number

1. Start
2. Read a

3. Read b
4. If  $a > b$  then
1. Print a is greater else
  2. Print b is greater
5. Stop

### **Repetition control flow**

Repetition control flow means that one or more steps are performed repeatedly until some condition is reached. This logic is used for producing loops in program logic when one or more instructions may need to be executed several times or depending on condition.

Basic Structure:

Repeat until *CONDITION* is true  
Statements

Example

Description: to print the values from 1 to n

1. Start
2. Read the value of 'n'
3. Initialize i as 1
4. Repeat step 4.1 until  $i < n$ 
  1. Print i
5. Stop

### **Function**

A function is a block of organized, reusable code that is used to perform a single, related action. Function is also named as **methods, sub-routines**.

Elements of functions:

1. Name for declaration of function
2. Body consisting local declaration and statements
3. Formal parameter
4. Optional result type.

Basic Syntax

function\_name(parameters)  
function statements  
end function

### **Algorithm for addition of two numbers using function**

#### **Main function()**

- Step 1:** Start
- Step 2:** Call the function add()
- Step 3:** Stop

#### **sub function add()**

- Step 1:** Function start

**Step 2:** Get a, b Values

**Step 3:** add  $c = a + b$

**Step 4:** Print c

**Step 5:** Return

## **2. NOTATIONS OF AN ALGORITHM**

Algorithm can be expressed in many different notations, including **Natural Language, Pseudo code, flowcharts and programming languages**. Natural language tends to be verbose and ambiguous. Pseudocode and flowcharts are represented through structured human language.

A notation is a system of characters, expressions, graphics or symbols designs used among each others in problem solving to represent technical facts, created to facilitate the best result for a program

### **Pseudocode**

Pseudocode is an **informal high-level description** of the operating principle of a **computer program** or **algorithm**. It uses the basic structure of a normal programming language, but is intended for human reading rather than machine reading.

It is text based detail design tool. **Pseudo means false** and **code** refers to **instructions written in programming language**.

Pseudocode cannot be compiled nor executed, and there are no real formatting or syntax rules. The pseudocode is written in normal English language which cannot be understood by the computer.

### **Example:**

**Pseudocode:** To find sum of two numbers

READ num1, num2

sum = num1 + num2

PRINT sum

### **Basic rules to write pseudocode:**

1. Only one statement per line.

Statements represents single action is written on same line. For example to read the input, all the inputs must be read using single statement.

2. Capitalized initial keywords

The keywords should be written in capital letters. Eg: **READ, WRITE, IF, ELSE, ENDIF, WHILE, REPEAT, UNTIL**

### **Example:**

**Pseudocode:** Find the total and average of three subjects

READ name, department, mark1, mark2, mark3

Total = mark1 + mark2 + mark3

Average = Total / 3

WRITE name, department, mark1, mark2, mark3

3. Indent to show hierarchy

Indentation is a process of showing the boundaries of the structure.

4. End multi-line structures

Each structure must be ended properly, which provides more clarity.

### **Example:**

**Pseudocode:** Find greatest of two numbers

READ a, b

IF  $a > b$  then

PRINT a is greater

ELSE

PRINT b is greater

ENDIF

5. Keep statements language independent.

Pseudocode must never be written or use any syntax of any programming language.

### Advantages of Pseudocode

- Can be done easily on a word processor
- Easily modified
- Implements structured concepts well
- It can be written easily
- It can be read and understood easily
- Converting pseudocode to programming language is easy as compared with flowchart

### Disadvantages of Pseudocode




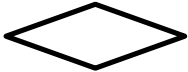
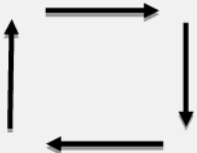
- It is not visual
- There is no standardized style or format

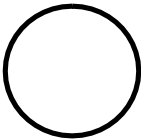
### Flowchart

A **graphical representation** of an algorithm. Flowcharts is a diagram made up of boxes, diamonds, and other shapes, connected by arrows.

Each shape represents a step in process and arrows show the order in which they occur.

*Table 1: Flowchart Symbols*

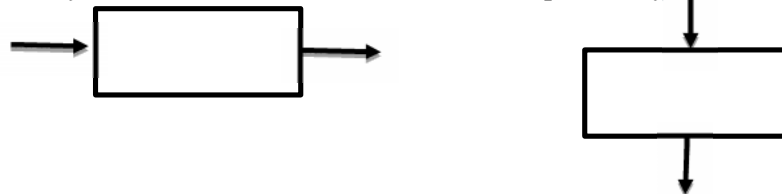
| S.No | Name of symbol       | Symbol  | Type          | Description   |
|------|----------------------|---|---------------|---|
| 1.   | Terminal Symbol      |  | Oval          | Represent the start and stop of the program.  |
| 2.   | Input/ Output symbol |  | Parallelogram | Denotes either input or output operation.   |
| 3.   | Process symbol       |  | Rectangle     | Denotes the process to be carried   |
| 4.   | Decision symbol      |  | Diamond       | Represents decision making and branching  |
| 5.   | Flow lines           |  | Arrow lines   | Represents the sequence of steps and direction of flow. <b>Used to connect symbols.</b> |

|    |           |   |        |   |
|----|-----------|---|--------|---|
| 6. | Connector |  | Circle | A connector symbol is represented by a circle and a letter or digit is placed in the circle to specify the link. This symbol is <b>used to connect flowcharts</b> . |
|----|-----------|---|--------|---|

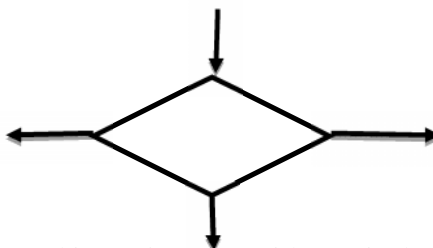
### Rules for drawing flowchart

1. In drawing a proper flowchart, all necessary requirements should be listed out in logical order.
2. The flow chart should be clear, neat and easy to follow. There should not be any room for ambiguity in understanding the flowchart.
3. The usual directions of the flow of a procedure or system is from left to right or top to bottom.

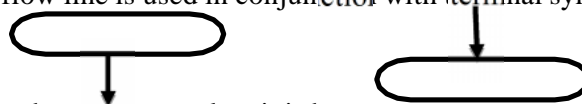
Only one flow line should come out from a process symbol.



4. Only one flow line should enter a decision symbol, but two or three flow lines, one for each possible answer, can leave the decision symbol.



5. Only one flow line is used in conjunction with terminal symbol.



6. If flowchart becomes complex, it is better to use connector symbols to reduce the number of flow lines.
7. Ensure that flowchart has logical start and stop.

### Advantages of Flowchart

#### **Communication:**

Flowcharts are a better way of communicating the logic of the system.

#### **Effective Analysis**

With the help of flowchart, a problem can be analyzed in a more effective way.

#### **Proper Documentation**

Flowcharts are used for good program documentation, which is needed for various purposes.

#### **Efficient Coding**

The flowcharts act as a guide or blue print during the system analysis and program development phase.

### **Systematic Testing and Debugging**

The flowchart helps in testing and debugging the program

### **Efficient Program Maintenance**

The maintenance of operating program becomes easy with the help of flowchart. It helps the programmer to put efforts more efficiently on that part.

### **Disadvantages of Flowchart**

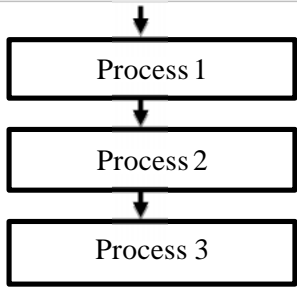
**Complex Logic:** Sometimes, the program logic is quite complicated. In that case flowchart becomes complex and difficult to use.

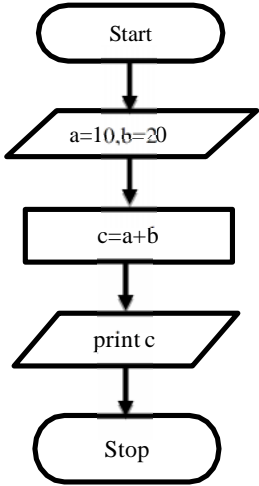
**Alteration and Modification:** If alterations are required the flowchart may require re-drawing completely.

**Reproduction:** As the flowchart symbols cannot be typed, reproduction becomes problematic.

### **Control Structures using flowcharts and Pseudocode**

#### **Sequence Structure**

| Pseudocode   | Flow Chart  |
|--|---|
| <b>General Structure</b>                           |   |
| Process 1<br>....<br>Process 2<br>...<br>Process 3 |  <pre> graph TD     Start(( )) --&gt; P1[Process 1]     P1 --&gt; P2[Process 2]     P2 --&gt; P3[Process 3]           </pre> |
| <b>Example</b>                                     |   |

|   |  |
|---|--|
| READ a<br>READ b<br>Result c=a+b<br>PRINT c |  <pre> graph TD     Start([Start]) --&gt; Init[/a=10, b=20/]     Init --&gt; Calc[c=a+b]     Calc --&gt; Print[/print c/]     Print --&gt; Stop([Stop])           </pre> |
|---|--|



## Conditional Structure

- Conditional structure is used to check the condition. It will be having two outputs only (True or False)
- **IF** and **IF...ELSE** are the conditional structures used in Python language.
- **CASE** is the structure used to select multi way selection control. It is not supported in Python.

| Pseudocode  | Flow Chart   |
|---|--|
| <b>General Structure</b>                              |  |
| IF condition THEN<br>Process 1<br>ENDIF               | <pre> graph TD     Entry(( )) --&gt; Decision{if(condition)}     Decision -- Yes --&gt; Process1[Process 1]     Decision -- No --&gt; Process2[Process 2]           </pre>   |
| <b>Example</b>  |  |
| READ a<br>READ b<br>IF a>b THEN<br>PRINT a is greater | <pre> graph TD     Start([Start]) --&gt; Input[/a=10,b=20/]     Input --&gt; Decision{if (a&gt;b)}     Decision -- Yes --&gt; Output[/Print a is greater/]     Decision -- No --&gt; Connector(( ))     Connector --&gt; Stop([Stop])           </pre> |

## IF... ELSE

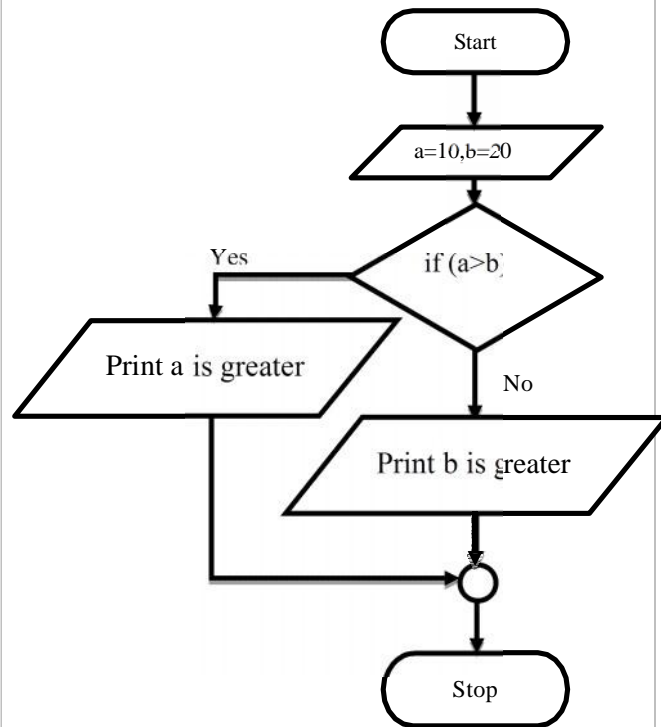
IF...THEN...ELSE is the structure used to specify, if the condition is true, then execute Process1, else, that is condition is false then execute Process2

| Pseudocode   | Flow Chart   |
|--|--|
| <b>General Structure</b>                                     |  |
| IF condition THEN<br>Process 1<br>ELSE<br>Process 2<br>ENDIF | <pre> graph TD     Entry(( )) --&gt; Decision{if(condition)}     Decision -- Yes --&gt; Process1[Process 1]     Decision -- No --&gt; Process2[Process 2]           </pre> |
| <b>Example</b>   |  |

```

READ a
READ b
IF a>b THEN
PRINT a is greater

```



### Iteration or Looping Structure

- Looping is generally used with **WHILE** or **DO...WHILE** or **FOR** loop.
- **WHILE** and **FOR** is entry checked loop

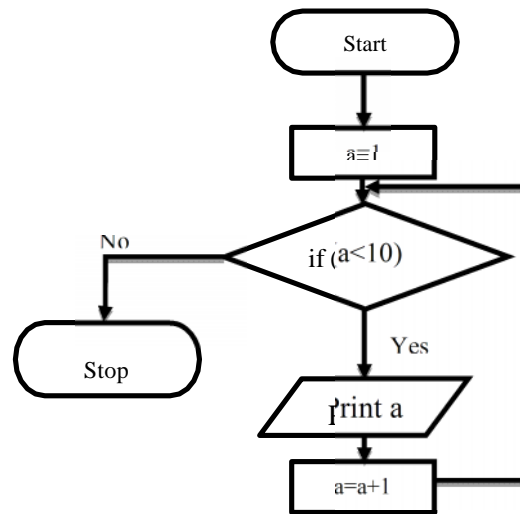
| Pseudocode                                      | Flow Chart   |
|---|--|
| <b>General Structure</b>                        |  |
| WHILE condition<br>Body of the loop<br>ENDWHILE | <pre> graph TD     Entry(( )) --&gt; Decision{if(condition)}     Decision -- Yes --&gt; Body[Body of the loop]     Body --&gt; Entry     Decision -- No --&gt; Exit(( ))     Exit --&gt; ExitOut(( )) </pre> |
| <b>Example</b>                                  |  |

- **DO...WHILE** is exit checked loop, so the loop will be executed at least once.

```

INITIALIZE a=1
WHILE a<10 THEN
    PRINT a
    a=a+1
ENDWHILE

```



- In python DO...WHILE is not supported.
- If the loop condition is true then the loop gets into infinite loop, which may lead to system crash

### Programming Language

- A programming language is a vocabulary and set of grammatical rules for instructing a computer or computing device to perform specific tasks. In other word it is set of instructions for the computer to solve the problem.
- Programming Language is a formal language with set of instruction, to the computer to solve a problem. The program will accept the data to perform computation.

**Program= Algorithm +Data**

### Need for Programming Languages

- Programming languages are also used to organize the computation
- Using Programming language we can solve different problems
- To improve the efficiency of the programs.

### Types of Programming Language

In general Programming languages are classified into three types. They are

- Low – level or Machine Language
- Intermediate or Assembly Language
- High – level Programming language

#### Machine Language:

Machine language is the lowest-level programming language (except for computers that utilize programmable microcode). Machine languages are the only languages understood by computers. It is also called as low level language.

**Example code:** 100110011  
111001100

#### Assembly Language:

An assembly language contains the same instructions as a machine language, but the instructions and variables have names instead of being just numbers. An assembler language consists of mnemonics, mnemonics that corresponds unique machine instruction.

**Example code:** start  
addx,y  
subx,y

### High – level Language:

A high-level language (HLL) is a programming language such as C, FORTRAN, or Pascal that enables a programmer to write programs that are more or less independent of a particular type of computer. Such languages are considered high-level because they are closer to human languages and further from machine languages. Ultimately, programs written in a high-level language must be translated into machine language by a compiler or interpreter.

**Example code:** print(“Hello World!”)

High level programming languages are further divided as mentioned below.

| Language Type                        | Example                      |
|--------------------------------------|------------------------------|
| Interpreted Programming Language     | Python, BASIC, Lisp          |
| Functional Programming Language      | Clean, Curry, F#             |
| Compiled Programming Language        | C++,Java, Ada, ALGOL         |
| Procedural Programming Language      | C,Matlab, CList              |
| Scripting Programming Language       | PHP,Apple Script, Javascript |
| Markup Programming Language          | HTML,SGML,XML                |
| Logical Programming Language         | Prolog, Fril                 |
| Concurrent Programming Language      | ABCL, Concurrent PASCAL      |
| Object Oriented Programming Language | C++,Ada, Java, Python        |

### Interpreted Programming Language:

Interpreter is a program that executes instructions written in a high-level language.

An interpreter reads the source code one instruction or one line at a time, converts this line into machine code and executes it.



Figure : Interpreter

### Compiled Programming Languages

Compile is to transform a program written in a high-level programming language from source code into object code. This can be done by using a tool called compiler.

A compiler reads the whole source code and translates it into a complete machine code program to perform the required tasks which is output as a new file.

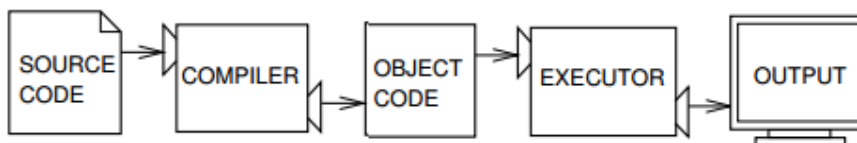


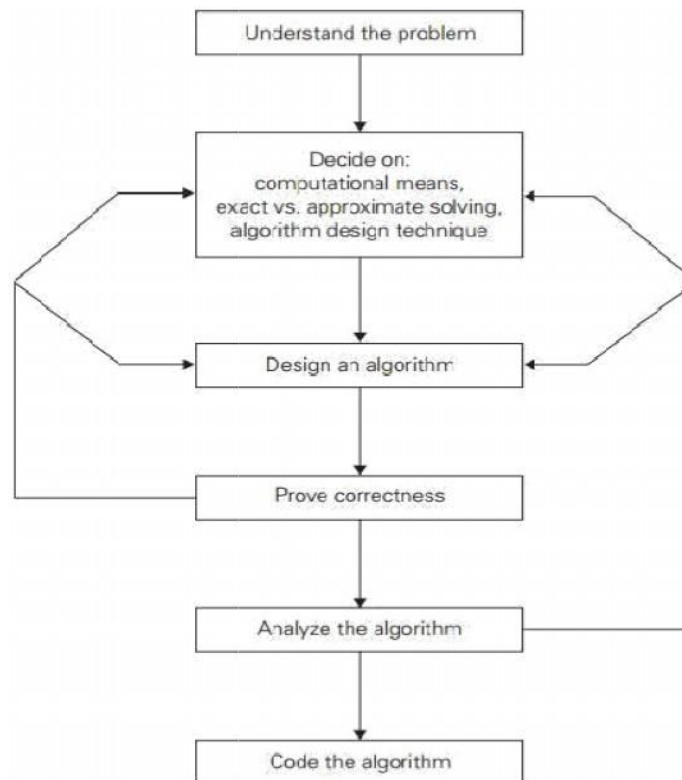
Figure: Compiler

### Interpreted vs. Compiled Programming Language

| Interpreted Programming Language   | Compile Programming Language  |
|--|---|
| Translates one statement at a time   | Scans entire program and translates it as whole into machine code   |
| It takes less amount of time to analyze the source code but the overall execution time is slower             | It takes large amount of time to analyze the source code but the overall execution time is comparatively faster |
| No intermediate object code is generated, hence are memory efficient   | Generates intermediate object code which further requires linking, hence requires more memory                   |
| Continues translating the program until first error is met, in which case it stops. Hence debugging is easy. | It generates the error message only after scanning the whole program. Hence debugging is comparatively hard.    |
| Eg: Python, Ruby   | Eg: C,C++,Java  |

### 3.ALGORITHMIC PROBLEM SOLVING:

Algorithmic problem solving is solving problem that require the formulation of an algorithm for the solution.



**FIGURE 1.2** Algorithm design and analysis process.

#### Understanding the Problem

- It is the process of finding the input of the problem that the algorithm solves.
- It is very important to specify exactly the set of inputs the algorithm needs to handle.
- A correct algorithm is not one that works most of the time, but one that works Correctly for *all* legitimate inputs.

## Ascertaining the Capabilities of the Computational Device

If the instructions are executed one after another, it is called sequential algorithm

## Choosing between Exact and Approximate Problem Solving

- The next principal decision is to choose between solving the problem exactly or solving it approximately.
- Based on this, the algorithms are classified as exact *algorithm* and *approximation algorithm*.
- Data structure plays a vital role in designing and analysis the algorithms.
- Some of the algorithm design techniques also depend on the structuring data specifying a problem's instance
- Algorithm+ Data structure=programs.

## Algorithm Design Techniques

- An *algorithm design technique* (or “strategy” or “paradigm”) is a general approach to solving problems algorithmically that is applicable to a variety of problems from different areas of computing.
- Learning these techniques is of utmost importance for the following reasons.
- First, they provide guidance for designing algorithms for new problems,  
Second, algorithms are the cornerstone of computer science.

## Methods of Specifying an Algorithm

- **Pseudocode** is a mixture of a natural language and programming language-like constructs. Pseudocode is usually more precise than natural language, and its usage often yields more succinct algorithm descriptions. In the earlier days of computing, the dominant vehicle for specifying algorithms was a **flowchart**, a method of expressing an algorithm by a collection of connected geometric shapes containing descriptions of the algorithm's steps.
- **Programming language** can be fed into an electronic computer directly. Instead, it needs to be converted into a computer program written in a particular computer language. We can look at such a program as yet another way of specifying the algorithm, although it is preferable to consider it as the algorithm's implementation.
- Once an algorithm has been specified, you have to prove its **correctness**. That is, you have to prove that the algorithm yields a required result for every legitimate input in a finite amount of time.
- A common technique for proving correctness is to use mathematical induction because an algorithm's iterations provide a natural sequence of steps needed for such proofs.
- It might be worth mentioning that although tracing the algorithm's performance for a few specific inputs can be a very worthwhile activity, it cannot prove the algorithm's correctness conclusively. But in order to show that an algorithm is incorrect, you need just one instance of its input for which the algorithm fails.

## Analyzing an Algorithm

### 1. *Efficiency.*

*Time efficiency*:- indicating how fast the algorithm runs,

*Space efficiency*:- indicating how much extra memory it uses

## 2. *simplicity.*

- An algorithm should be precisely defined and investigated with mathematical expressions.
- Simpler algorithms are easier to understand and easier to program.
- Simple algorithms usually contain fewer bugs.

### **Coding an Algorithm**

- Most algorithms are destined to be ultimately implemented as computer programs. Programming an algorithm presents both a peril and an opportunity.
- A working program provides an additional opportunity in allowing an empirical analysis of the underlying algorithm. Such an analysis is based on timing the program on several inputs and then analyzing the results obtained.

### **4.Simple strategies for developing algorithm:**

They are two commonly used strategies used in developing algorithm

1. Iteration
2. Recursion

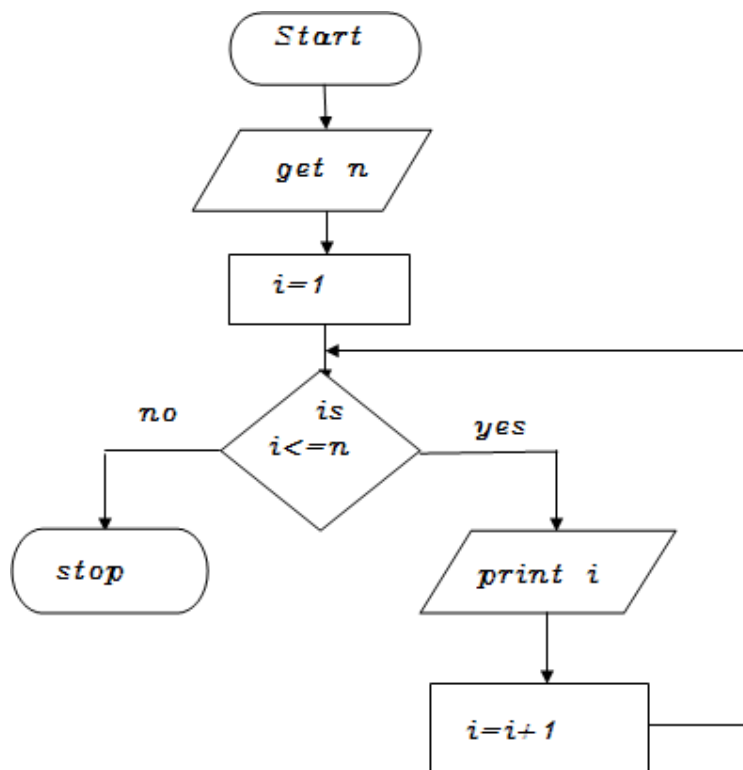
#### **Iteration**

- The iteration is when a loop repeatedly executes till the controlling condition becomes false
- The iteration is applied to the set of instructions which we want to get repeatedly executed.
- Iteration includes initialization, condition, and execution of statement within loop and update (increments and decrements) the control variable.

A sequence of statements is executed until a specified condition is true is called iterations.

1. for loop
2. While loop

| <b><u>Syntax for For:</u></b>  | <b><u>Example: Print n natural numbers</u></b>  |
|--|---|
| FOR( <i>start-value</i> to <i>end-value</i> ) DO<br><i>statement</i><br>... ENDFOR | BEGI<br>N<br>GET n<br>INITIALIZE i=1<br>FOR (i<=n) DO<br>PRINT i<br>i=i+1<br>1<br>ENDFOR<br>END |
| <b><u>Syntax for While:</u></b>  | <b><u>Example: Print n natural numbers</u></b>  |
| WHILE (condition) DO<br>statement<br>...<br>ENDWHILE                               | BEGI<br>N<br>GET n<br>INITIALIZE i=1<br>WHILE(i<=n) DO<br>PRINT i<br>i=i+1<br>ENDWHILE<br>END   |



### **Recursions:**

- ❖ A function that calls itself is known as recursion.
- ❖ Recursion is a process by which a function calls itself repeatedly until some specified condition has been satisfied.

### **Algorithm for factorial of n numbers using recursion:**

#### **Main function:**

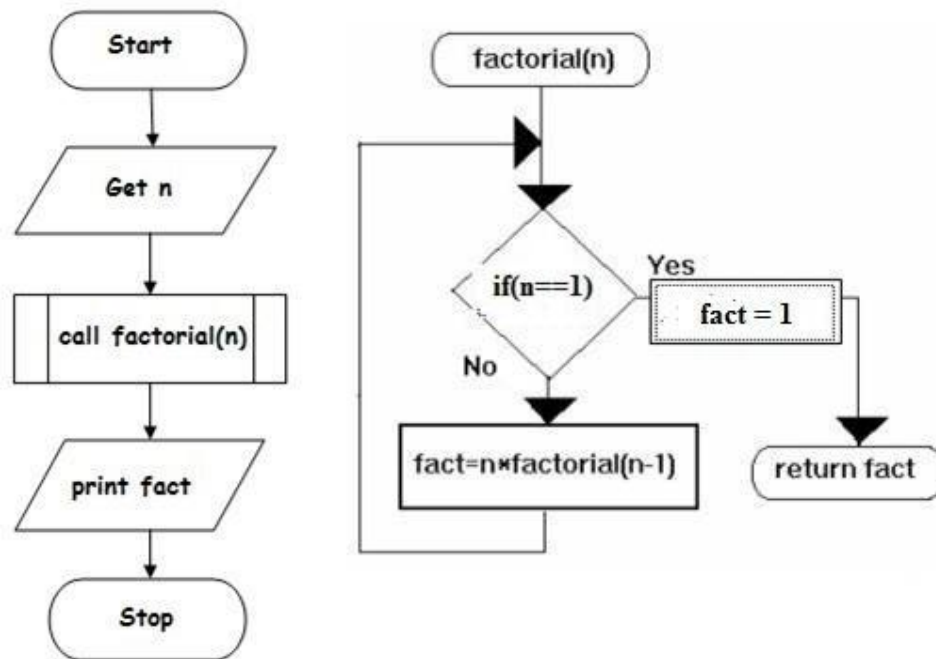
- Step1: Start
- Step2: Get n
- Step3: call factorial(n)
- Step4: print fact
- Step5: Stop

#### **Sub function factorial(n):**

- Step1: if(n==1) then fact=1 return fact
- Step2: else fact=n\*factorial(n-1) and return fact



## FLOW CHART



### Pseudo code for factorial using recursion:

#### Main function:

```
BEGIN
GET n
CALL
factorial(n)
PRINT fact
BIN
```

#### Sub function factorial(n):

```
IF(n==1) THEN
    fact=1
    RETURN fact
ELSE
    RETURN fact=n*factorial(n-1)
```

## 5. ILLUSTRATIVE PROBLEMS

1. Guess an integer in a range

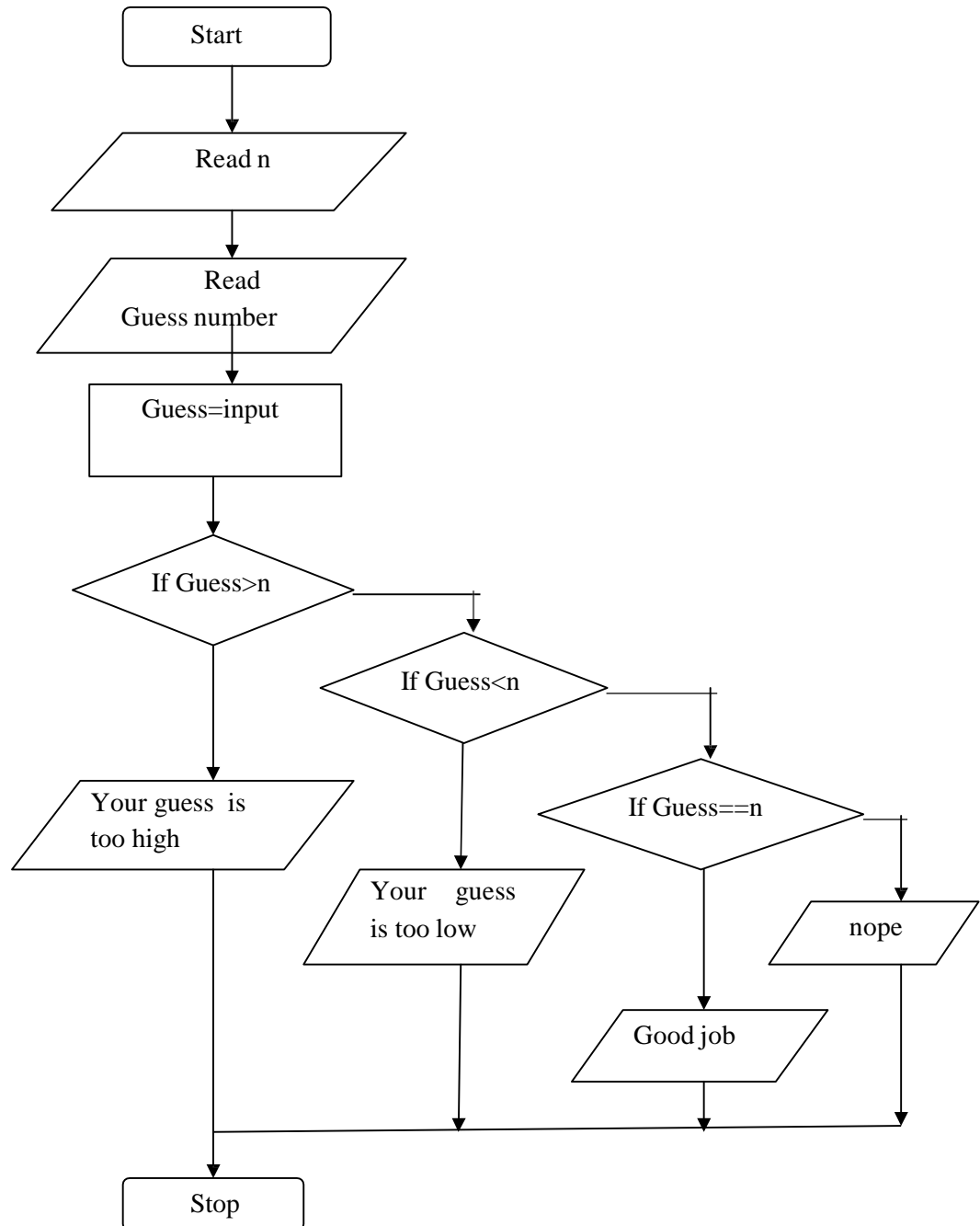
### Algorithm:

```
Step1: Start
Step 2: Declare n, guess
Step 3: Compute guess=input
Step 4: Read guess
Step 5: If guess>n, then
    Print your guess is too high
    Else
Step6:If guess<n, then
    Print your guess is too low
    Else
Step 7:If guess==n,then
    Print Good job
    Else
        Nope
Step 6: Stop
```

### Pseudocode:

```
BEGIN
COMPUTE guess=input
READ guess,
IF guess>n
PRINT Guess is high
ELSE
IF guess<n
PRINT Guess is low
ELSE
IF guess=n
PRINT Good job
ELSE
Nope
END
```

**Flowchart:**



## 2. Find minimum in a list

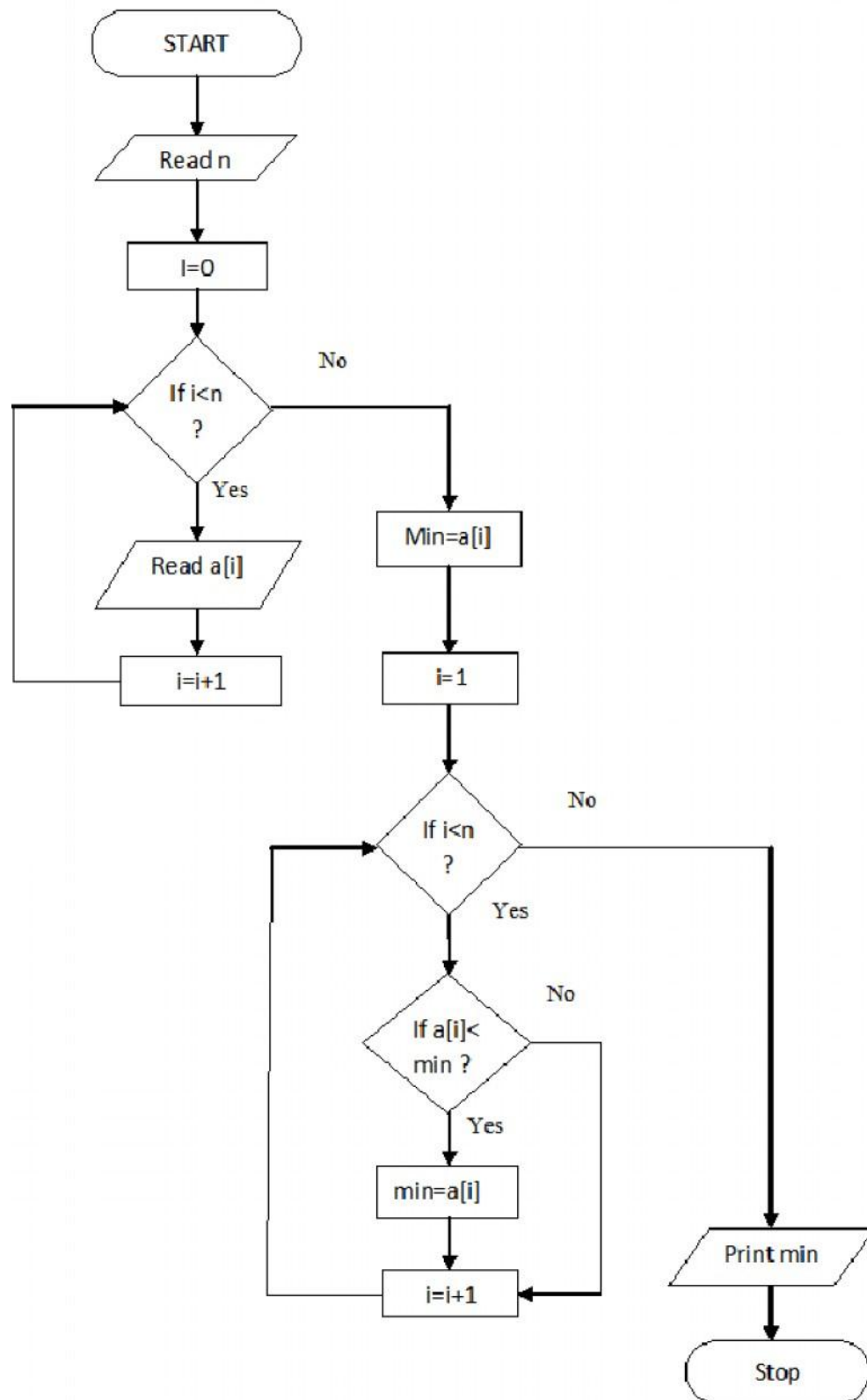
### Algorithm:

```
Step 1: Start
Step 2: Read n
Step 3: Initialize i=0
Step 4: If i<n, then goto step 4.1, 4.2 else goto step 5
Step 4.1: Read a[i]
Step 4.2: i=i+1 goto step 4
Step 5: Compute min=a[0]
Step 6: Initialize i=1
Step 7: If i<n, then go to step 8 else goto step 10
Step 8: If a[i]<min, then goto step 8.1, 8.2 else goto 8.2
Step 8.1: min=a[i]
Step 8.2: i=i+1 goto 7
Step 9: Print min
Step 10: Stop
```

### Pseudocode:

```
BEGIN
READ n
FOR i=0 to n, then
  READ a[i]
  INCREMENT i
END FOR
COMPUTE min=a[0]
FOR i=1 to n, then
  IF a[i]<min, then
    CALCULATE min=a[i]
  INCREMENT i
ELSE
  INCREMENT i
END IF-ELSE
END FOR
PRINT min
END
```

Flowchart:



### 3. Insert a card in a list of sorted cards

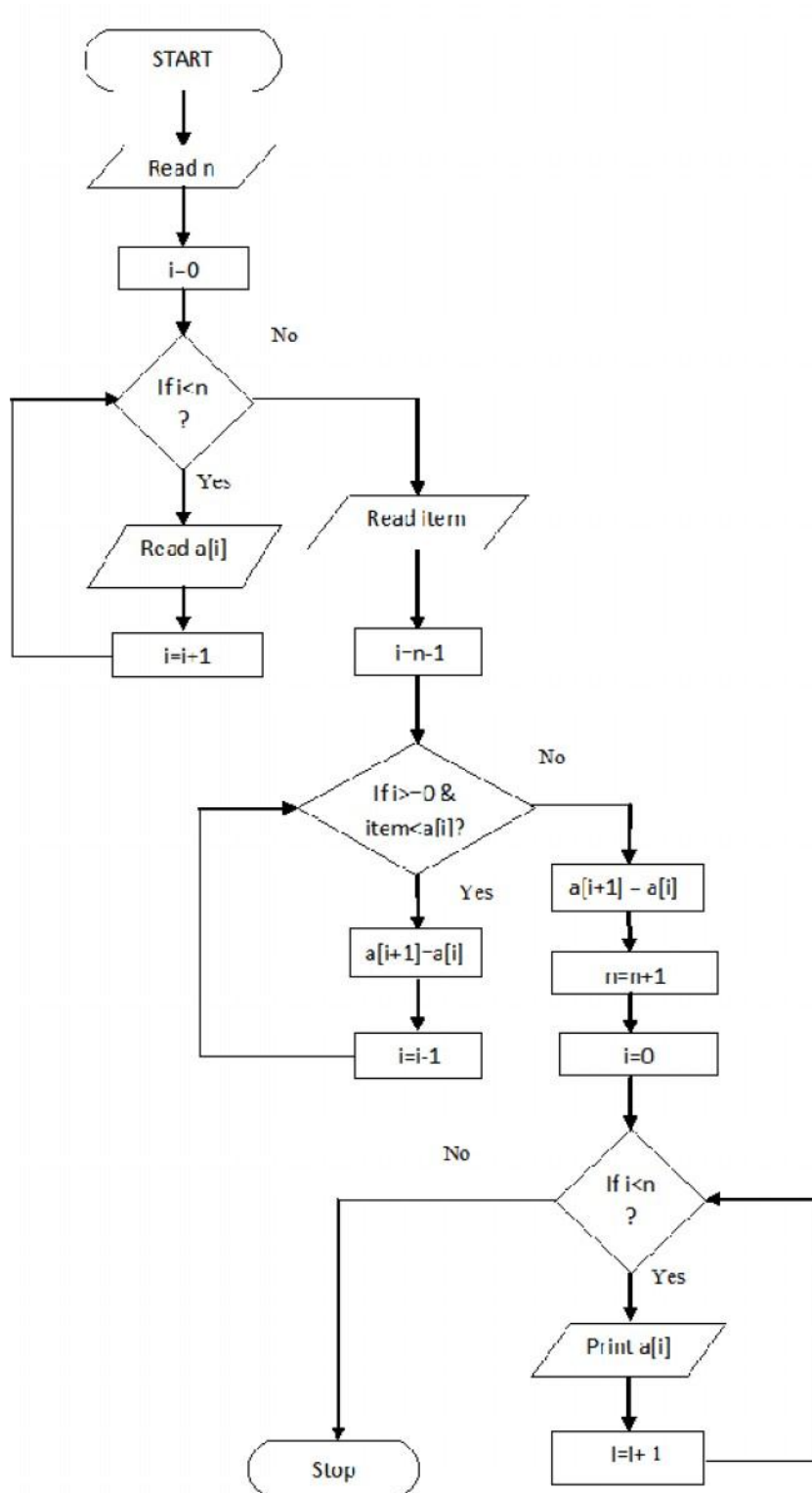
#### Algorithm:

Step 1: Start  
Step 2: Read  $n$   
Step 3: Initialize  $i=0$   
Step 4: If  $i < n$ , then goto step 4.1, 4.2 else goto step 5  
Step 4.1: Read  $a[i]$   
Step 4.2:  $i=i+1$  goto step 4  
Step 5: Read item  
Step 6: Calculate  $i=n-1$   
Step 7: If  $i \geq 0$  and  $\text{item} < a[i]$ , then go to step 7.1, 7.2 else goto step 8  
Step 7.1:  $a[i+1]=a[i]$   
Step 7.2:  $i=i-1$  goto step 7  
Step 8: Compute  $a[i+1]=\text{item}$   
Step 9: Compute  $n=n+1$   
Step 10: If  $i < n$ , then goto step 10.1, 10.2 else goto step 11  
Step 10.1: Print  $a[i]$   
Step 10.2:  $i=i+1$  goto step 10  
Step 11: Stop

#### Pseudocode:

```
BEGIN
READ n
FOR i=0 to n, then
  READ a[i]
  INCREMENT i
END FOR
READ item
FOR i=n-1 to 0 and  $\text{item} < a[i]$ , then
  CALCULATE  $a[i+1]=a[i]$ 
  DECREMENT i
END FOR
COMPUTE  $a[i+1]=a[i]$ 
COMPUTE  $n=n+1$ 
FOR i=0 to n, then
  PRINT a[i]
  INCREMENT i
END FOR
END
```

Flowchart:



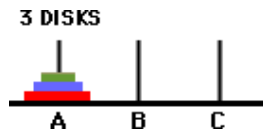
#### 4. Tower of Hanoi

Tower of Hanoi, is a mathematical puzzle which consists of three towers (pegs) and more than one rings.

Tower of Hanoi is one of the best example for recursive problem solving.

##### Pre-condition:

These rings are of different sizes and stacked upon in an ascending order, i.e. the smaller one sits over the larger one. There are other variations of the puzzle where the number of disks increase, but the tower count remains the same.



##### Post-condition:

All the disk should be moved to the last pole and placed only in ascending order as shown below.



##### Rules

The mission is to move all the disks to some another tower without violating the sequence of arrangement. A few rules to be followed for Tower of Hanoi are

- Only one disk can be moved among the towers at any given time.
- Only the "top" disk can be removed.
- No large disk can sit over a small disk.

Tower of Hanoi puzzle with  $n$  disks can be solved in minimum  $2^n - 1$  steps. This presentation shows that a puzzle with 3 disks has taken  $2^3 - 1 = 7$  steps.

##### Algorithm

To write an algorithm for Tower of Hanoi, first we need to learn how to solve this problem with lesser amount of disks, say  $\rightarrow 1$  or 2. We mark three towers with name, **source**, **aux** (only to help moving the disks) and **destination**.

##### Input: one disk

If we have only one disk, then it can easily be moved from source to destination peg.

##### Input: two disks

If we have 2 disks –

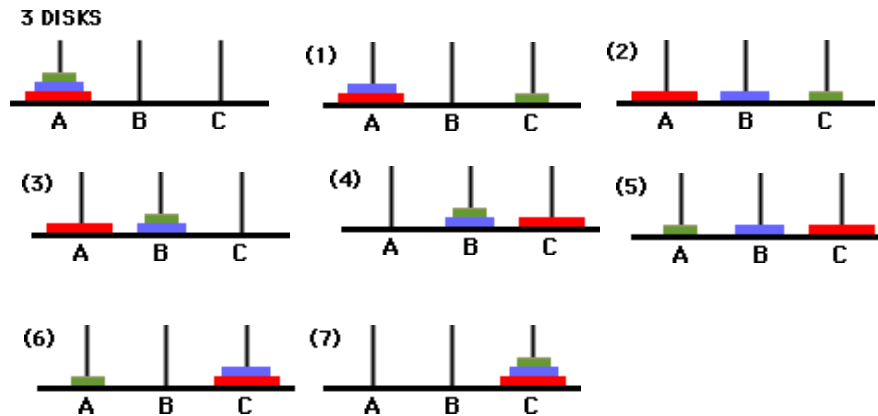
- First, we move the smaller (top) disk to aux peg.
- Then, we move the larger (bottom) disk to destination peg.
- And finally, we move the smaller disk from aux to destination peg.

##### Input: more than two disks

- So now, we are in a position to design an algorithm for Tower of Hanoi with more than two disks. We divide the stack of disks in two parts. The largest disk ( $n^{\text{th}}$  disk) is in one part and all other ( $n-1$ ) disks are in the second part.



- Our ultimate aim is to move disk **n** from source to destination and then put all other (n-1) disks onto it. We can imagine to apply the same in a recursive way for all given set of disks.
- The steps to follow are –
  - Step 1** – Move n-1 disks from source to aux
  - Step 2** – Move nth disk from source to dest
  - Step 3** – Move n-1 disks from aux to dest



A recursive algorithm for Tower of Hanoi can be driven as follows –

START

Procedure Hanoi(disk, source, dest, aux)

IF disk == 1, THEN

    move disk from source to dest

ELSE

    Hanoi(disk - 1, source, aux, dest)   // Step 1

    move disk from source to dest       // Step 2

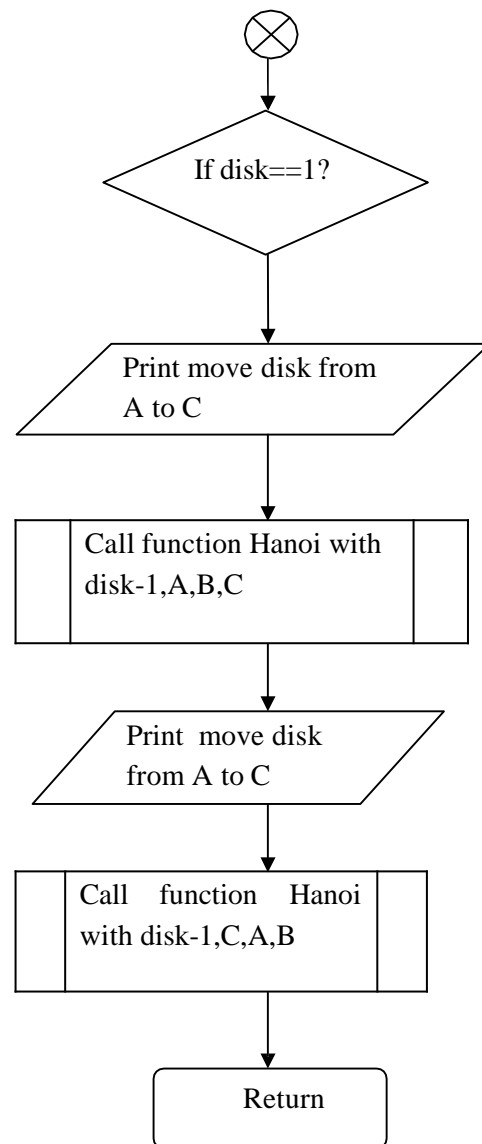
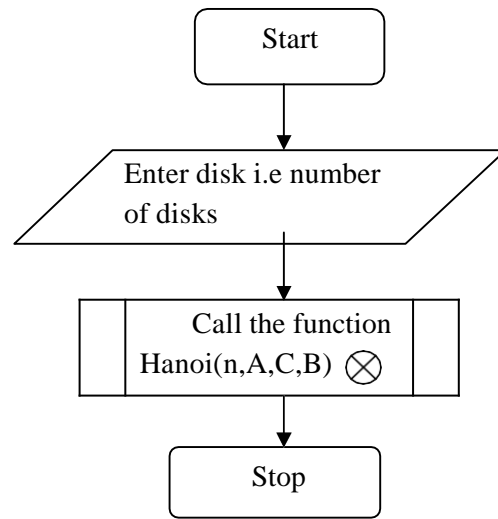
    Hanoi(disk - 1, aux, dest, source)   // Step 3

END IF

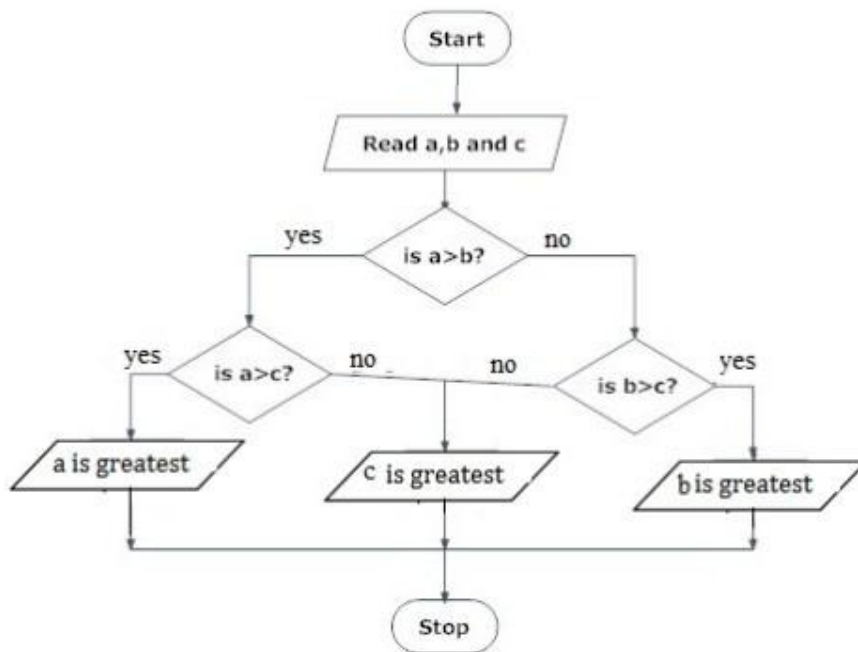
END Procedure

STOP

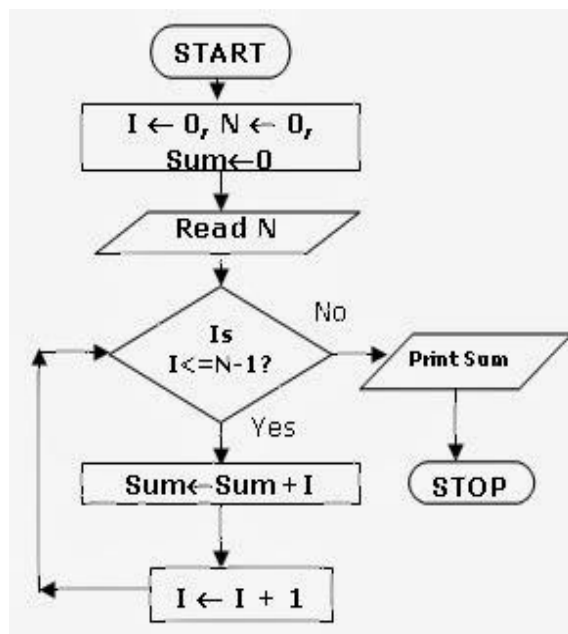
## FLOW CHART



5. Draw a flow chart to find greatest among three numbers.(AU 2018)



6. Draw a flow chart to find sum of n numbers(AU 2018)



## **2 MARKS**

1. What is an algorithm?

An algorithm is a finite number of clearly described, unambiguous do able steps that can be systematically followed to produce a desired results for given input in the given amount of time. In other word, an algorithm is a **step by step procedure to solve a problem** with finite number of steps.

2. What is Pseudo code?

Pseudocode is an **informal high-level description** of the operating principle of a **computer program** or **algorithm**. **Pseudo** means **false** and **code** refers to **instructions written in programming language**.

3. What is Problem Solving?

Problem solving is the systematic approach to define the problem and creating number of solutions. The problem solving process starts with the problem specifications and ends with a correct program.

4. Distinguish between algorithm and program.

|    | Algorithm   | Program   |
|----|---|---|
| 1. | <b>Systematic logical approach</b> which is a well-defined, step-by-step procedure that allows a computer to solve a problem.   | It is exact code written for problem <b>following all the rules of the programming language</b> . |
| 2. | An algorithm is a finite number of clearly described, unambiguous do able steps that can be systematically followed to produce a desired results for given input in the given amount of time. | The program will accept the data to perform computation.<br><br><b>Program=Algorithm + Data</b>   |

5. Define Flow chart.

A **graphical representation** of an algorithm. Flow charts is a diagram made up of boxes, diamonds, and other shapes, connected by arrows.

6. Write an algorithm to accept two numbers, compute the sum and print the result.

Step 1: Start

Step 2: Declare variables num1,num2 and sum,

Step 3: Read values num 1 and num2.

Step 4: Add and assign the result to sum.

**Sum←num1+num2**

Step 5: Display sum

7. Differentiate between iteration and recursion.

| S.No | Iteration  | Recursion  |
|------|--|--|
| 1.   | Iteration is a process of executing certain set of instructions repeatedly, without calling the self function. | Iteration is a process of executing certain set of instructions repeatedly, by calling the self function repeatedly. |
| 2.   | Iterative methods are more efficient because of better execution speed.  | Recursive methods are less efficient.  |
| 3.   | It is simple to implement.   | Recursive methods are complex to implement.  |

8. What is Programming language? With example.

Programming Language is a formal language with set of instruction, to the computer to solve a problem. Java, C, C++, Python, PHP.

9. What are the steps for developing algorithms.

- Problem definition
- Development of a model
- Specification of Algorithm
- Designing an Algorithm
- Checking the correctness of Algorithm
- Analysis of Algorithm
- Implementation of Algorithm
- Program testing
- Documentation Preparation

10. What are the Guidelines for writing pseudo code?

- Write one statement perline
- Capitalize initial keyword
- Indent to hierarchy
- End multiline structure
- Keep statements language independent.

11. Draw a flow chart to find whether the given number is leap year or not.

