

Teaching **L**ondon **C**omputing

Programming for GCSE

Topic 8.2: Pseudo Code and Flowcharts



COMPUTING AT SCHOOL
EDUCATE · ENGAGE · ENCOURAGE



SUPPORTED BY
MAYOR OF LONDON

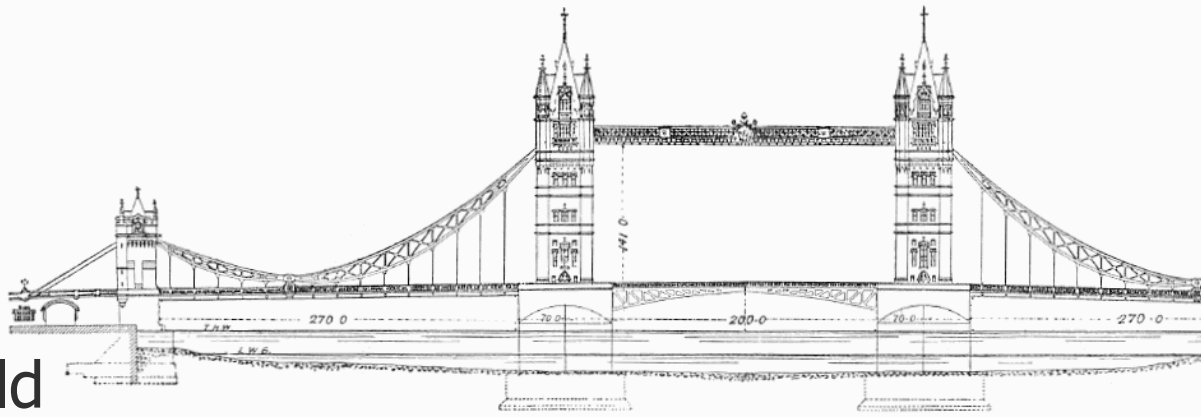


Aims

- Design: what it about?
 - Pseudo code
 - Flowcharts
 - My views
-

Design

- Plan
 - Before you build
 - How for s/w?



The Tower Bridge.

Length of Bridge with its approaches	2680 feet.	Depth of River at high water under central span,	33½ feet.
" " Northern approach	1000 "	" " lowest tides " " " " " "	12 "
" " Southern approach	800 "	Clear headway at high water when the leaves are down (varies from one part of the bridge to another)	20 to 29½ feet.
Width between N. and S. abutments.	880 "	Clear headway in centre span at high water with the leaves raised	143 feet.
" " of central span	200 "		
" " of side spans, each	270 "		

- Software is a description!
 - Steps towards a solution
-



PSEUDO CODE

Pseudo Code

- Careless or informal code
 - Useful for
 - Making a start
 - Breaking a problem down (i.e. design)
 - Algorithms without code
 - AQA has defined a syntax
 - *Does this miss the point?*
-

Example: Shopping List

```
initialise shopping list and list of purchase
```

```
forever
```

```
  get command
```

```
  if command is 'add'
```

```
    get item and add it to shopping list
```

```
  if command is 'buy'
```

```
    get item; transfer from shopping to purchase list
```

```
  if command is 'print'
```

```
    print both lists
```

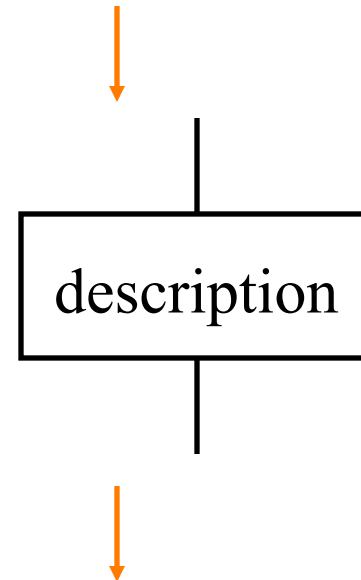


FLOWCHARTS

Statement Block

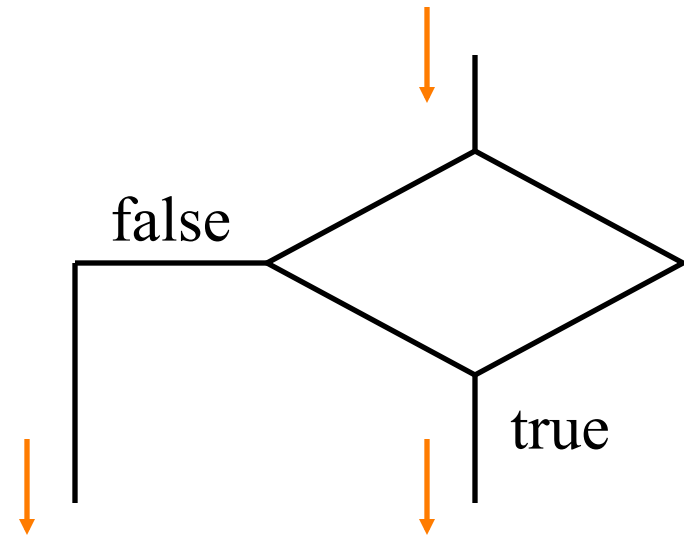
- Group of instructions
- No jumps
- *Comments!*

- Arrows implicit
 - downwards
 - across



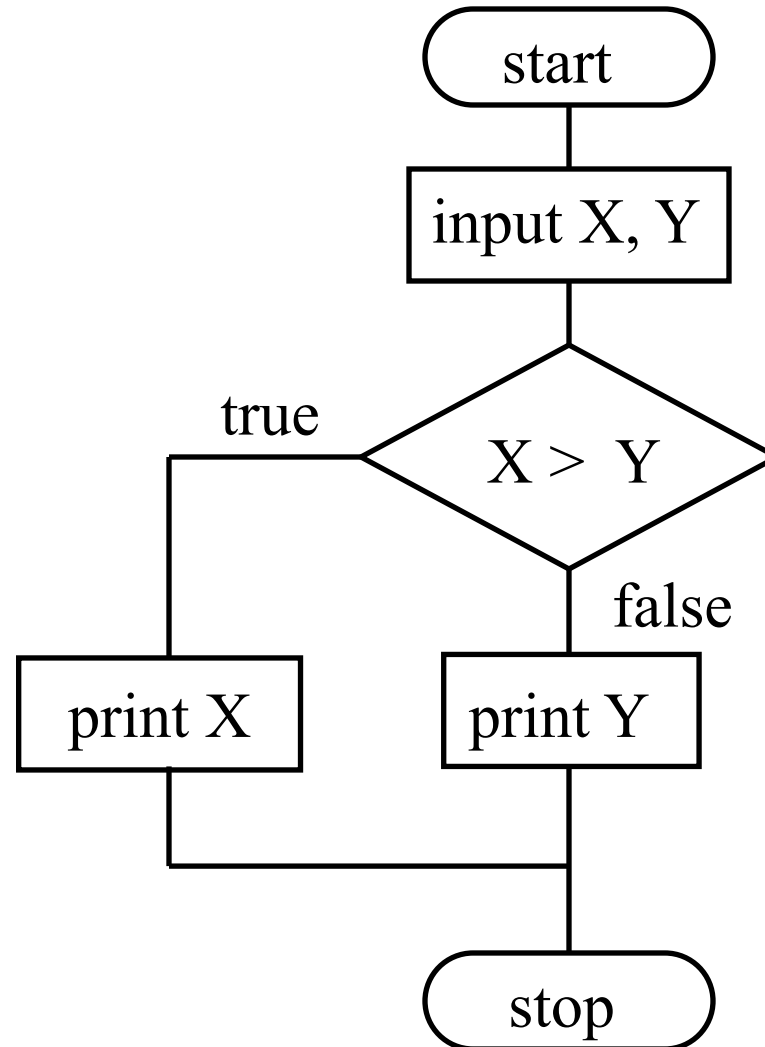
Decision

- Choice of two
- If statement



Example – Largest Value

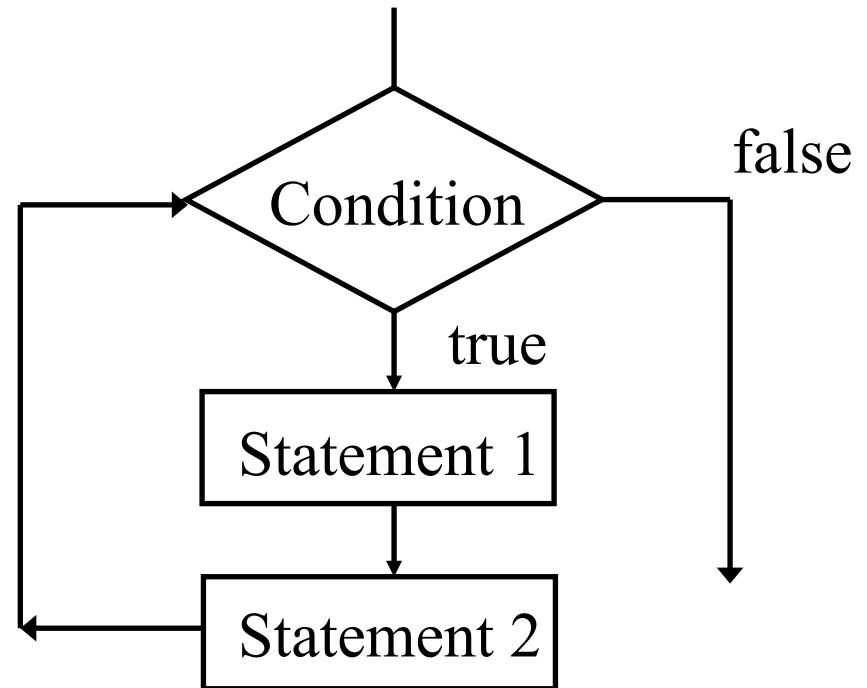
- Input two numbers
- Output largest



Quiz – Flowchart for A Loop

- Pseudo code
- Equivalent flowchart

While condition
statement 1
statement 2





SYLLABUS

Specification – Algorithms

Candidates should be able to:

- (a) understand algorithms (written in pseudocode or flow diagram), explain what they do, and correct or complete them
- (b) produce algorithms in pseudocode or flow diagrams to solve problems.

- Also relevant to design in the practical programming activity
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Summary

- Flowcharts may be useful for *understanding* programs
 - Pseudo code like code without the syntax errors
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