

# ALGORITHM

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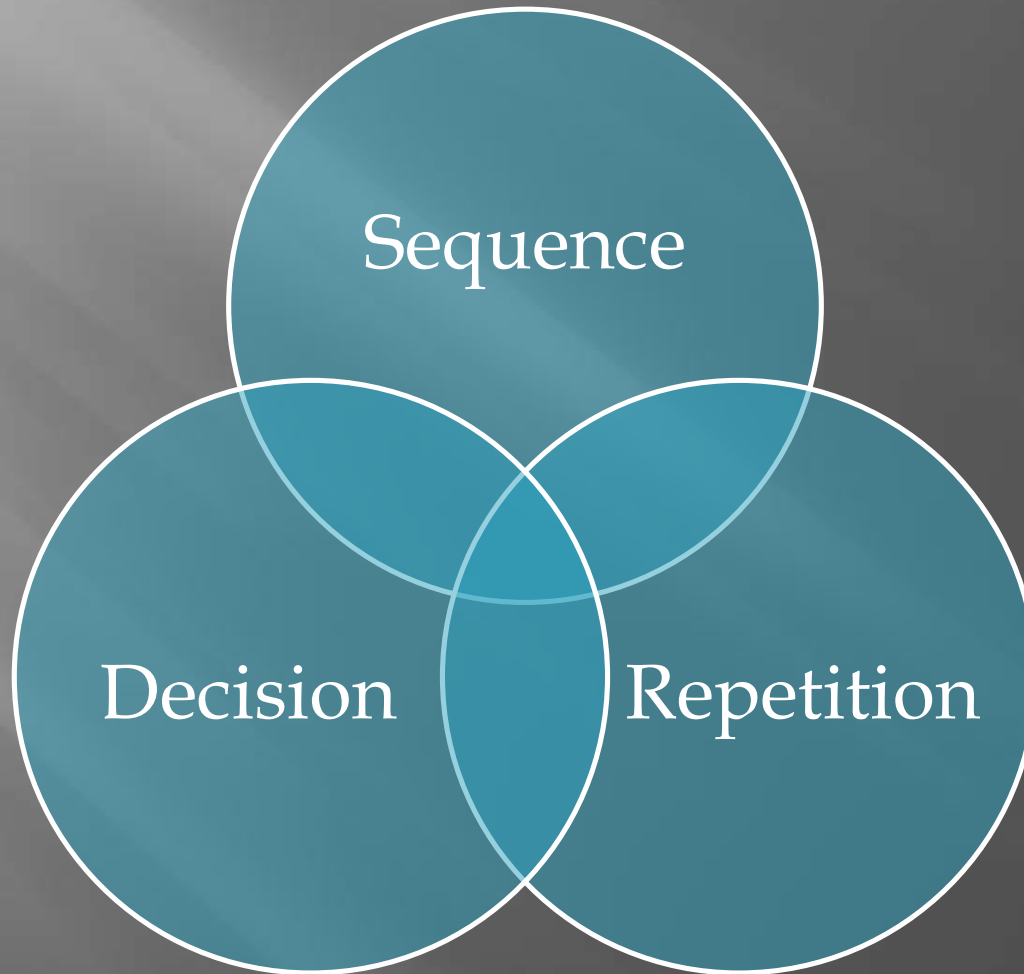
# INTRODUCTION

- To design the solution of the problem programmer designs a process through different techniques like Algorithm.
- After properly defining the problem, a detailed, finite, step by step procedure for solving it must be developed by the programmer called as an algorithm.
- Algorithm can be written in ordinary language or using formal procedure that lies between ordinary language and programming language.
- It can be easily converted into a program in any programming language.

# CHARACTERISTICS



# KEY FEATURES



# SEQUENCE

- It is also known as process
- Sequence means that each step or process in the algorithm is executed in the specified order. Each process must be in the proper place.

# DECISION

- It is also known as selection.
- In algorithm the result of the decision is either true or false; there is no state in between. The outcomes of the decision is based on some condition that can result in true or false value.
- Example : if today is Sunday then it is holiday.  
Is a decision and the decision takes the general form.

# REPETITION

- It is also known as iteration or looping.
- Repetition can be implemented using construct like repeat loop, while loop and if then ....goto....



# EXAMPLES

Write an Algorithm to find the sum of any two numbers.

Solution : Let the two numbers be A and B and their sum be equal to C. The algorithm will be

1. Start
2. Print "Enter two numbers"
3. Input A and B
4.  $C = A+B$
5. Print C
6. Stop

THANK YOU