

Key Words to use while writing your Pseudocode

Communicating with the User

- **Ask User:** "Question"
- **Get:** Variable that will contain answer
 - Always follow-up an "Ask" with a "Get"
- **Tell User:** "Statement"
- **Tell User:** "Statement" + <variableName>
- **Tell User:** "Statement1" + <variableName> + "Statement2"

Performing a calculation

- **Calculate** or **Compute:** value that needs to be calculated
 - E.g. **Calculate:** Tax or **Compute:** Grand Total
- Worksheet must also contain the **key formula** for the value be calculated
 - E.g. Tax = Sub-Total * Tax Rate
 - E.g. Grand Total = Sub-Total + Tax Amount

Branching – if-then-else

- **If** (expression to be evaluated)
 - Then:
 - do this
 - Else:
 - do that

Example:

- if (numberGrade < 64)
 - Then:
 - Status = 'Fail'
 - Else:
 - Status = 'Pass'

Use "and", "or", "not" to combine or negate test conditions

- If: (purchaseType = "clothing") or (purchaseType = "food")
 - Then:
 - totalCost = Price
 - Else:
 - totalCost = Price + Tax
- Use **nested numbering** to denote the yes / true path vs. the no / false path.
 - Always put the yes / true path first, then the no path, E.g.

Key Words to use while writing your Pseudocode

- 1. If: Price > \$100
Then
 - **(Yes path)** 1.A Compute: Total = Price – (Price * Discount)
- Else
 - **(No path)** 1.B Compute: Total = Price

Branching – case / switch statements

- *Perform action Based On Variable*
 - E.g. Set Price **Based On** Product-Selected
 - E.g. Set Letter-Grade **Based On** Number-Grade
 - E.g. Set Discount Amount **Based On** Day-of-the-Week
- Follow-up the above statement with a table showing the different applicable actions based on the value contained in the variable, including the “default” option if applicable,
 - E.g. Set Price **Based On** Product-Selected

Product-Selected	Price
Shirt	\$5
Pants	\$25
Gloves	\$10

- E.g. Set Discount Amount **Based On** Day-of-the-Week

Day-of-the-Week	Discount Amount
Tuesday	10%
Wednesday	10%
Thursday	10%
Default	0%

- E.g. Tell user what prize they’ve won **Based On** Number-Selected-By-User

Number-Selected-By-User	Tell User
1	“You have won a large prize”
2	“You have won a medium prize”
3	“You have won a small prize”
Default	“You have not won any prize”

Looping

- **For** counter=1 **up to** maxValue **Do**:
 - Action to be repeated
- **For** counter = startValue **down to** 1 **Do**:
 - Action to be repeated
- **While** (expression to be evaluated) **Do**:
 - *Action to be repeated*