Bitesize Programming - Session 1 - Baby walk the computer

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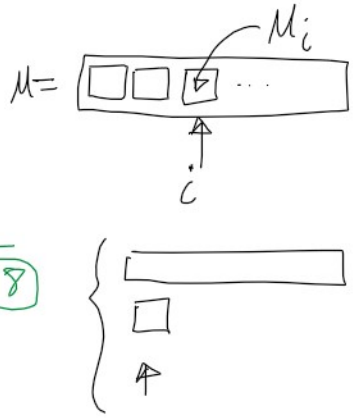
K =[5, 6, 9, 13, 12, 14, 18, 7, 4]

6
9
13
13
14
18
18
18

the biggest number so far.

data-driven initialisation



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webapp.inkpath.co.uk

in human language algorithm

B <- K1
if B is greater than K2 then
  go to the next item
if B is smaller than K2 then
  update B and store K2 in B (B <- K2)
  go to the next item
if B is smaller than K3 then
  update B and store K3 in B (B <- K3)
  go to the next item
if B is smaller than K4 then
  update B and store K4 in B (B <- K4)
  go to the next item
if B is smaller than K5 then
  update B and store K5 in B (B <- K5)
  go to the next item
if B is smaller than K6 then
  update B and store K6 in B (B <- K6)
  go to the next item

repeat for 9 times
  if B is smaller than Ki then
    update B and store Ki in B (B <- Ki)
  increment i (increase i) (i <- i+1)

B <- K1
i <- first item
repeat for number of elements in K times
  if B is smaller than Ki then
    update B and store Ki in B (B <- Ki)
  increment i (increase i) (i <- i+1)
  the above line is not inside the *if* statement

Mark = [78,72,56,98,25,45,38,58,75]
- take the average of all the marks
- take the average of only the passed marks
  (passed marks greater-equal to 40)

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go to Coursework

the sum of the values so far

Sum <- 0 (put zero in Sum)
i <- first element

k = 4
- put 4 in k (k <- 4)
- NOT a mathematical equal sign

Sum <- 0 (put zero in Sum)
i <- first element
repeat for 9 time
  add item Mark*i* to previous Sum (Sum <- Sum + Mark*i*)
  go to the next item (i <- i + 1)

output Sum divide by 9

- put 4 in k (k <- 4)
- NOT a mathematical equal sign
- this is an assignment
- what is on the right is stored on the left

the average of the values so far

Aver <- 0
i <- first element
repeat for 9 time
  Aver <- ((Aver * (i-1)) + Mark*i*) / 2
  go to the next item (i <- i + 1)

output Aver