

Pseudocode

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When an algorithm is tricky

1. Get algorithm working right
2. Then turn into code

What?

- ▶ basic outline
- ▶ borrow some programming language constructs (e.g. `if-else`, `while`, function calls)

Why?

Saves time

Java

```
1 import java.util.Scanner;
2
3 public class GuessGame {
4     public static void main(String[] args) {
5         Scanner sc = new Scanner(System.in);
6         final int secret = 7;
7         int guess;
8
9         System.out.print("Enter a number: ");
10        guess = sc.nextInt();
11        while (guess != secret) {
12            if (guess < secret) {
13                System.out.println("Too low");
14            } else {
15                System.out.println("Too high");
16            }
17            System.out.print("Enter a number: ");
18            guess = sc.nextInt();
19        }
20        System.out.println("Right!");
21        sc.close();
22    }
23 }
```

pseudocode

```
1 secret ← 7
2 read guess
3 while guess ≠ secret:
4     if guess < secret:
5         print "Too low"
6     else:
7         print "Too high"
8     read guess
9 print "Right!"
```