

# Pseudocode

## Keywords and Examples

Refer to the following definitions and examples of pseudocode:

Description	Pseudocode example	C# equivalent
Declaring a variable	<b>DECLARE</b> iNum <b>DECLARE</b> sName <b>DECLARE</b> bAlive <b>DECLARE</b> arrInts[3] <b>DECLARE</b> arr2DInts[2, 2]	<code>int iNum; string sName; bool bAlive; int[] arrInts = new int[3]; int[,] arr2DInts = new int[2, 2];</code>
Initialising a variable	<b>INIT</b> iNum = 0 <b>INIT</b> sName = "Mr. Atzeni" <b>INIT</b> bAlive = true	<code>int iNum = 0; string sName = "Mr. Atzeni"; bool bAlive = true;</code>
Initialising an array	<b>INIT</b> arrInts = [1, 2, 3] <b>INIT</b> arr2DInts = [{1, 2}, {3, 4}]	<code>int[] arrInts = { 1, 2, 3 }; int[,] arr2DInts = { {1, 2}, {3, 4} };</code>
Updating a variable value after it has been initialised with a value	<b>SET</b> iNum = iNum * 10 <b>SET</b> sName = "Gerard Atzeni" <b>SET</b> bAlive = !bAlive <b>SET</b> arrInts[0] = 10	<code>iNum = iNum * 10; sName = "Gerard Atzeni"; bAlive = !bAlive; arrInts[0] = 10;</code>
Displaying output	<b>OUTPUT</b> "What is your name?" <b>PRINT</b> "You are " + iNum + " years old."  // PRINT and OUTPUT used interchangeably	<code>Console.WriteLine("What is your name?"); Console.WriteLine("You are " + iNum + " years old.");</code>
Receiving user input	<b>INPUT</b> sName = "What is your name?" <b>INPUT</b> iNum = "How old are you?" as integer	<code>Console.WriteLine("What is your name?"); sName = Console.ReadLine(); Console.WriteLine("How old are you?"); iNum = Convert.ToInt16(Console.ReadLine());</code>
Selection (if statement)	<b>IF</b> iNum > 0 AND bAlive == true <b>THEN</b> <b>OUTPUT</b> "You are okay!" <b>ENDIF</b>	<code>if (iNum &gt; 0 &amp;&amp; bAlive) {     Console.WriteLine("You are okay!"); }</code>
Selection (if-else statement)	<b>IF</b> iNum < 10 <b>THEN</b> <b>OUTPUT</b> "Sorry, not enough!" <b>ELSE</b> <b>OUTPUT</b> "Woah, too much!" <b>ENDIF</b>	<code>if (iNum &lt; 10) {     Console.WriteLine("Sorry, not enough!"); } else {     Console.WriteLine("Woah, too much!"); }</code>

		}
Selection (else-if statement)	<b>IF</b> dGrade >= 100 <b>THEN</b> <b>OUTPUT</b> "Perfect!" <b>ELSE IF</b> dGrade >= 50 <b>THEN</b> <b>OUTPUT</b> "Not too bad..." <b>ELSE</b> <b>OUTPUT</b> "Hmm. Needs work!" <b>ENDIF</b>	<b>if</b> (dGrade >= 100) { Console.WriteLine("Perfect!"); } <b>else if</b> (dGrade >= 50) { Console.WriteLine("Not too bad..."); } <b>else</b> { Console.WriteLine("Hmm. Needs work!"); }
Selection (switch statement)	<b>SWITCH</b> sName <b>CASE</b> "Mr. Atzeni" <b>OUTPUT</b> "Meh." <b>CASE</b> "Dr. Atzeni" <b>OUTPUT</b> "Now we're talking." <b>DEFAULT</b> <b>OUTPUT</b> "Who?" <b>ENDSWITCH</b>	<b>switch</b> (sName) { <b>case</b> "Mr. Atzeni": Console.WriteLine("Meh."); <b>break</b> ; <b>case</b> "Dr. Atzeni": Console.WriteLine("Now we're talking."); <b>break</b> ; <b>default</b> : Console.WriteLine("Who?"); <b>break</b> ; }
Iteration (while loop)	<b>INIT</b> i = 0 <b>WHILE</b> i < 100 <b>DO</b> <b>OUTPUT</b> i <b>SET</b> i = i + 1 <b>ENDWHILE</b>	<b>int</b> i = 0; <b>while</b> (i < 100) { Console.WriteLine(i); i = i + 1; }
Iteration (do-while loop)	<b>INIT</b> i = 0 <b>DO</b> <b>OUTPUT</b> i <b>SET</b> i = i + 1 <b>WHILE</b> i < 100	<b>int</b> i = 0; <b>do</b> { Console.WriteLine(i); i = i + 1; } <b>while</b> (i < 100);
Iteration (for loop)	<b>INIT</b> i = 0 <b>FOR</b> i <= 100 <b>STEP</b> 1 <b>DO</b> <b>OUTPUT</b> i <b>ENDFOR</b>	<b>for</b> ( <b>int</b> i = 0; i <= 100; i++) { Console.WriteLine(i); }
Iteration (foreach loop)	<b>INIT</b> arrInts = [1, 2, 3] <b>FOR EACH</b> iNum <b>IN</b> arrInts <b>DO</b>	<b>int[]</b> arrInts = { 1, 2, 3 }; <b>foreach</b> (var iNum <b>in</b> arrInts) {

	<b>OUTPUT</b> "Displaying " + iNum <b>ENDFOR</b>	Console.WriteLine("Displaying " + iNum); }
Modularisation (procedure)	<b>BEGIN</b> resetValues <b>SET</b> iNum = 0 <b>SET</b> sName = "Gerard Atzeni" <b>SET</b> bAlive = true <b>OUTPUT</b> "Reset complete." <b>END</b>	<b>public static void</b> resetValues() { iNum = 0; sName = "Gerard Atzeni"; bAlive = <b>true</b> ; Console.WriteLine("Reset complete."); }
Modularisation (function)	<b>BEGIN</b> getArea (iWidth, iHeight) <b>INIT</b> iArea = iWidth * iHeight <b>RETURN</b> iArea <b>END</b>	<b>public static int</b> getArea( <b>int</b> iWidth, <b>int</b> iHeight) { <b>int</b> iArea = iWidth * iHeight; <b>return</b> iArea; }
Modularisation (calling a procedure or function)	<b>CALL</b> resetValues <b>INIT</b> iArea = getArea(3, 5)	resetValues(); <b>int</b> iArea = getArea(3, 5);
Global variables	<b>DECLARE</b> sName  <b>BEGIN</b> resetValues <b>SET</b> iNum = 0 <b>SET</b> sName = "Gerard Atzeni" <b>SET</b> bAlive = true <b>OUTPUT</b> "Reset complete." <b>END</b>	<b>string</b> sName;  <b>public static void</b> resetValues() { iNum = 0; sName = "Gerard Atzeni"; bAlive = <b>true</b> ; Console.WriteLine("Reset complete."); }
Object-oriented programming (class declaration)	<b>CLASS</b> Student { iAge = 14 sName = "Mary" arrSubjects = ["DIG", "MAT"] }	<b>public class</b> Student { <b>public int</b> iAge = 14; <b>public string</b> sName = "Mary"; <b>public string[]</b> arrSubjects = { "DIG", "MAT" }; }
Object-oriented programming (object instantiation)	<b>INSTANTIATE</b> Student <b>AS</b> oStudent	Student oStudent = <b>new</b> Student();
Object-oriented programming (lists)	<b>INSTANTIATE</b> List<Person> <b>AS</b> lstPeople	List<Person> lstPeople = <b>new</b> List<Person>();
Object-oriented programming (properties)	<b>INSTANTIATE</b> Student <b>AS</b> oStudent <b>SET</b> oStudent.iAge = 15	Student oStudent = <b>new</b> Student(); oStudent.iAge = 15;
Object-oriented programming (methods)	<b>INSTANTIATE</b> Random <b>AS</b> oRandom <b>INIT</b> iRandom = oRandom between 1 and 100	Random oRandom = <b>new</b> Random(); <b>int</b> iRandom = oRandom.Next(0, 101);