

# Elements of Algorithms

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# Four Critical Elements

- ▶ Algorithms have some subset of the following critical elements:
  1. simple statements, including but not limited to:
    - ▶ input statements
    - ▶ assignment statements
    - ▶ output statements
    - ▶ return statements
  2. sequences of statements, which are also statements
  3. branching statements
  4. looping statements

# Algorithm for Simple Interest

- 1: **input**  $r$ ,  $b$ , and  $m$
- 2:  $i \leftarrow r \cdot b \cdot m$
- 3: **output**  $i$

- ▷ input statement
- ▷ assignment statement
- ▷ output statement

## Another Algorithm for Simple Interest

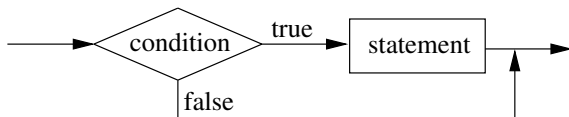
1: **input**  $r$   
2: **input**  $b$   
3: **input**  $m$   
4:  $i \leftarrow r$   
5:  $i \leftarrow i \cdot b$   
6:  $i \leftarrow i \cdot m$   
7: **output**  $i$

▷ input statement  
▷ input statement  
▷ input statement  
▷ assignment statement  
▷ assignment statement  
▷ assignment statement  
▷ output statement

# Branching: If-then Statement

```
if some condition is true then  
    statement (or sequence)  
end if
```

## Flowchart for an if-then Statement



## Example of an if-then Statement

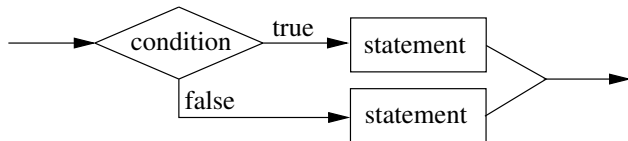
```
1: input grade
2: if grade > 64 then
3:   output pass
4: end if
5: if grade ≤ 64 then
6:   output fail
7: end if
```

# Branching: If-then-else Statement

```
if some condition is true then  
    statement (or sequence)  
else  
    statement (or sequence)  
end if
```



## Flowchart for an if-then-else Statement



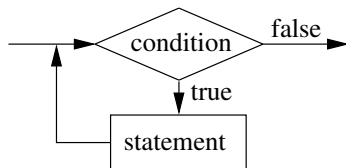
## Example of an if-then-else Statement

```
1: input grade
2: if grade > 64 then
3:   output pass
4: else
5:   output fail
6: end if
```

## Looping: While Statement, While Loop

```
while some condition is true do  
    statement (or sequence)  
end while
```

# Flowchart for a While Loop



## Example of a While Loop

```
1: input grade
2: while there is a grade do
3:   if grade > 64 then
4:     output pass
5:   else
6:     output fail
7:   end if
8:   input grade
9: end while
```

# Repeat-until Loop

**repeat**

statement (or sequence)

**until** some condition is true

Equivalent to:

statement (or sequence)

**while** some condition is false **do**

statement (or sequence)

**end while**

# For Loop

```
for  $i \leftarrow b, e$  do  
    statement (or sequence)  
end for
```

Equivalent to:

```
 $i \leftarrow b$   
while  $i \leq e$  do  
    statement (or sequence)  
     $i \leftarrow i + 1$   
end while
```

## For-each Loop

**for each** element of some collection **do**  
    statement (or sequence)  
**end for**

Equivalent to:

$i \leftarrow 1$   
 $e \leftarrow$  the number of elements in the collection  
**while**  $i \leq e$  **do**  
    *element*  $\leftarrow$  *i*th element of the collection  
    statement (or sequence)  
     $i \leftarrow i + 1$   
**end while**



## Example of a For-each Loop

```
1: Let Grades be a sequence or list of grades
2: input Grades
3: for each grade in Grades do
4:   if grade > 64 then
5:     output pass
6:   else
7:     output fail
8:   end if
9: end for
```

# Algorithm for Binary-to-Decimal Conversion

- 1: Let  $D$  be a decimal number, set to zero
- 2: Let  $B$  be a binary number, set to zero
- 3: **input**  $B$
- 4: Let  $B'$  be  $B$  with its digits reversed
- 5:  $i \leftarrow 0$
- 6: **for each** binary digit  $b \in B'$  **do**
- 7:      $D \leftarrow D + b \cdot 2^i$
- 8:      $i \leftarrow i + 1$
- 9: **end for**
- 10: **output**  $D$

## Program for B2D Conversion in Julia

```
D = 0
B = {1,1,0,0,1}
BPrime = B[end:-1:1]
i = 0
for b in BPrime
    D = D + b * 2^i
    i = i + 1
end
println( D )
```

# Program for B2D Conversion in C

```
#include <stdio.h>
#include <math.h>

int main()
{
    int b[] = { 1, 0, 0, 1, 1 };
    int n = 5;
    int d = 0;
    int i = 0;
    for ( i = n - 1; i >= 0; i = i - 1 ) {
        d = d + b[i] * (int) pow( 2.0, i );
    }
    printf( "%d\n", d );
    return 0;
}
```

# Algorithm for Decimal-to-Binary Conversion

- 1: Let  $B$  be an empty sequence of binary digits
- 2: Let  $D$  be a decimal number, set to zero
- 3: **input**  $D$
- 4: **while**  $D \neq 0$  **do**
- 5:      $r \leftarrow D \bmod 2$
- 6:     Add  $r$  as the left-most digit of  $B$
- 7:      $D \leftarrow D \div 2$  (integer division)
- 8: **end while**
- 9: **output**  $B$

## Program for D2B Conversion in Julia

```
B = {}  
D = 25  
while D > 0  
    r = D % 2  
    unshift!( B, r )  
    D = div( D, 2 )  
end  
println( B )
```

# Program for D2B Conversion in C

```
#include <stdio.h>
#include <math.h>

int main()
{
    int d = 25;
    int n = (int) ceil( log2( d ) );
    int b[n];
    int i = n - 1;
    int r = 0;
    while ( d > 0 ) {
        r = d % 2;
        b[i] = r;
        i = i - 1;
        d = d / 2;
    }
    for ( i = 0; i < n; i = i + 1 ) {
        printf( "%d", b[i] );
    }
    printf( "\n" );
    return 0;
}
```