



COMPUTATIONAL THINKING

UNDERSTANDING FLOWCHARTS & ALGORITHMS



LEARNING OBJECTIVE

1

To gain hands-on experience on hardware and coding.

2

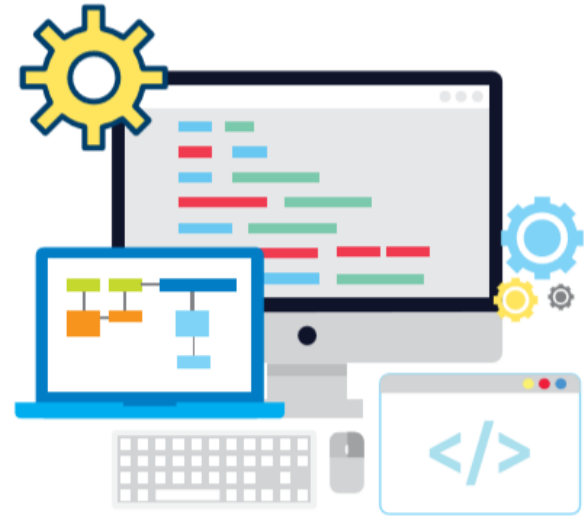
To learn about the process of analyzing a problem and find solutions.

3

To understand the role of algorithm and flowcharts in problem analysis and solutions.

4

To know about the process of prototyping through the principles of sensor and sensor based data processing.



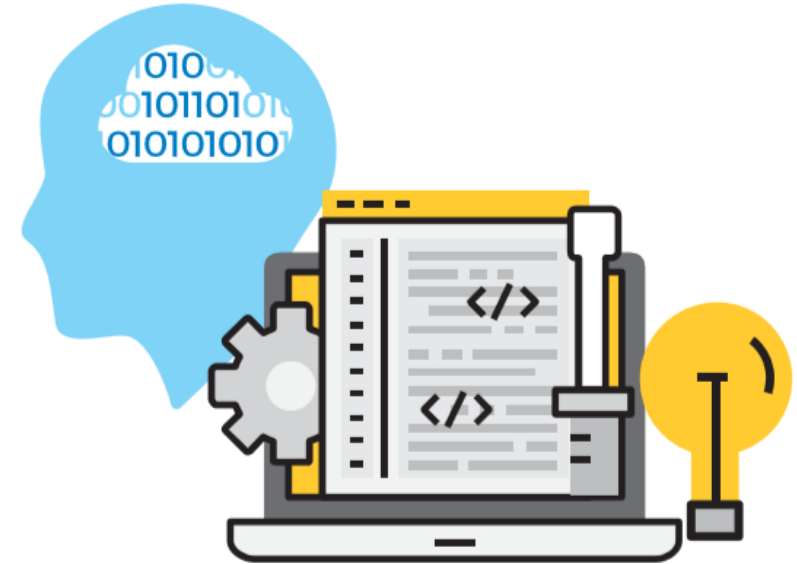


WHAT IS COMPUTATIONAL THINKING ?

- > An approach to breaking down complex problems,

- > Understand what the problem is &

- > Develop possible solutions using various tools & techniques





FOUR KEY TECHNIQUES OF COMPUTATIONAL THINKING

- 1 **Decomposition** - breaking down a complex problem or system into smaller, more manageable parts
- 2 **Abstraction** - focusing on the important information only, ignoring irrelevant detail
- 3 **Pattern Recognition** - looking for similarities among and within problems
- 4 **Algorithms** - developing a step-by-step solution to the problem, or the rules to follow to solve the problem





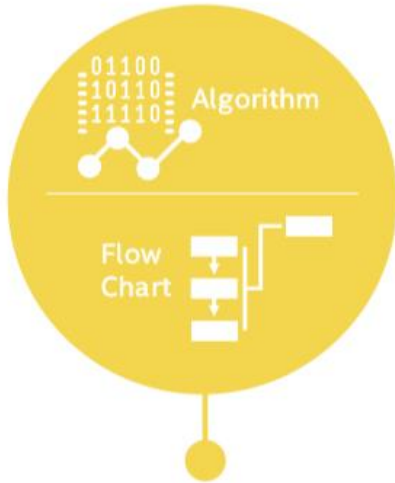
NOW LETS FOCUS ON

- > Developing a step-by-step solution to the problem with **Algorithms & Flowcharts**
- > Getting introduced to **Hardware/ Software** - understand their usage
- > Learning the basic concept of **Programming**

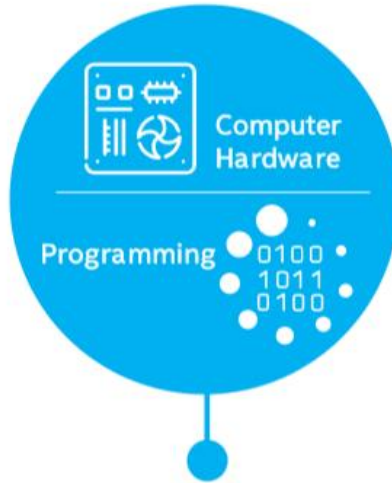




HOW TO APPLY COMPUTATIONAL THINKING



Think about steps
need to solve a
problem



Apply technical skills to
make computer solve a
problem



Arrive at the
solution





ALGORITHMS



An **algorithm** is a set of step by step instructions to solve a problem.

For example, a computer program, mathematical calculations etc.



For example
a recipe for baking a cake is an algorithm.

Melt chocolate and butter

Stir sugar into melted chocolates

Add two **eggs** and add flour

Bake it for 40 minutes

Cool it in a pan before eating.



FLOWCHART


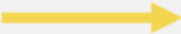
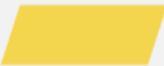




A **flowchart** is a diagrammatic representation of an algorithm, workflow or process.

This graphical representation can help in understanding a problem.



Some of the symbols used in flowcharts

Name	Symbol	Description
Start/End		An oval represents Start and End in the flowchart
Arrow		An arrow line is a connector that shows relationship between the shapes
Input / Output		A parallelogram represents the input/output for the system
Process		A rectangle represents a process
Decision		A diamond indicates a decision



Example 1: Find the average of two numbers

Algorithm:

Input: two numbers x and y

Output: the average of x and y

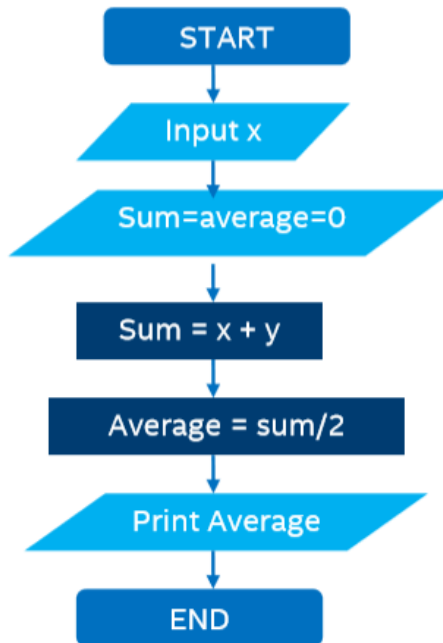
Step 1 : input x,y

Step 2: sum=0,average=0

Step 3: sum = x + y

Step 4: average = sum /2

Step 5: print average



Example 2: Find the maximum of two numbers

Let A and B be two integer number

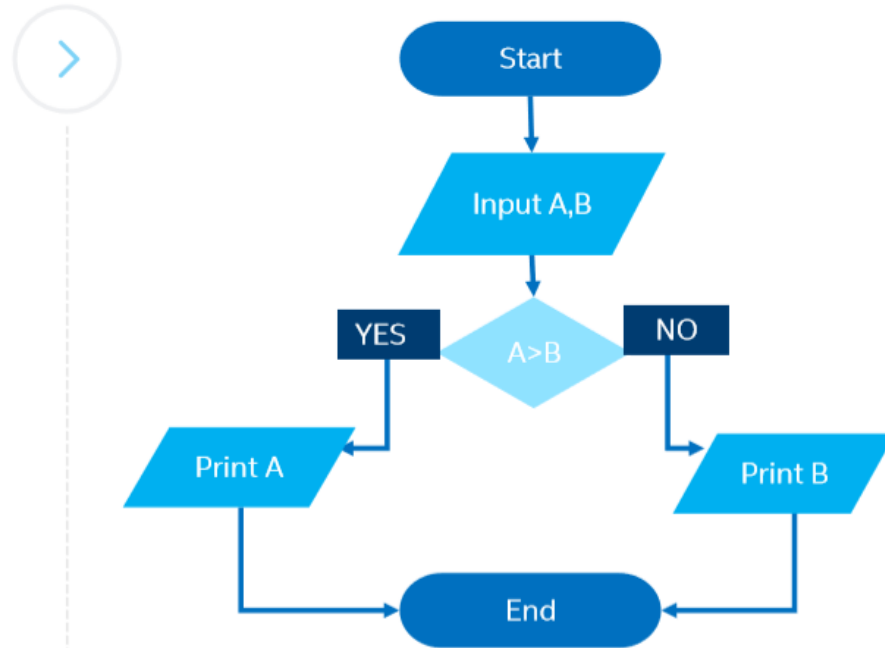
Algorithm:

Step 1 : input A,B

Step 2: compute the maximum number

If A is greater than B, then A
is the greater number else B
is greater number

Step 3: print maximum number





Example 3: Find the area of a rectangle

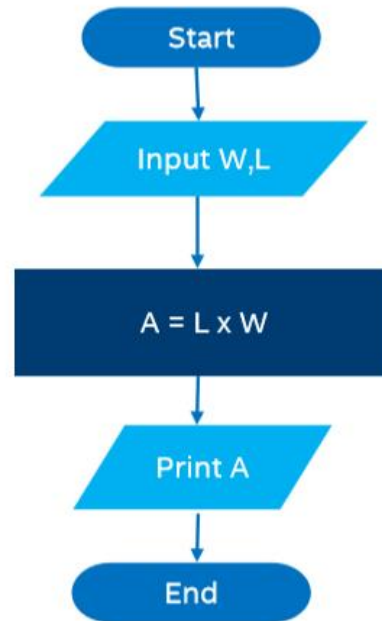
Let W=width
L=length
A=area of rectangle

Algorithm:

Step 1 : input W,L

Step 2: $A=W \times L$

Step 3: print A





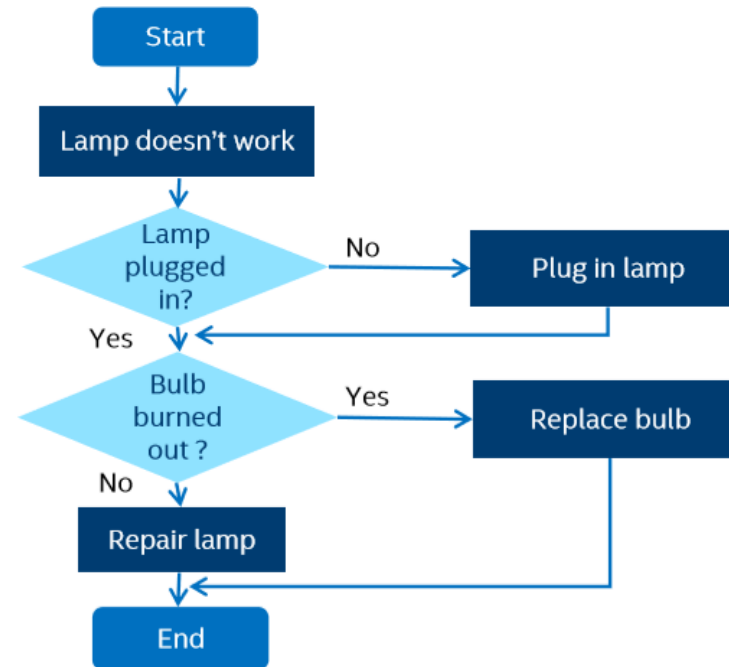
Example 4: A simple flowchart, which shows what to do, when a lamp does not work

Algorithm:

Step 1 : plug in the lamp

Step 2: check the bulb

If bulb is burned out, then replace bulb else repair lamp



Example 5: Buying a chocolate from the market

Algorithm:

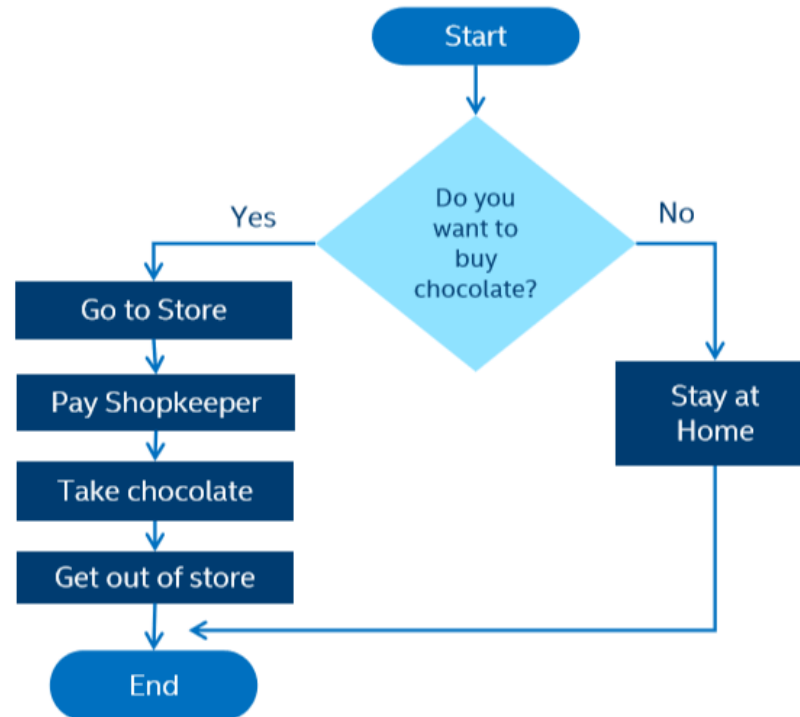
Step 1 : Think of chocolate you like

Step 2: Visit a shop

Step 3: Pay shopkeeper

Step 4: Buy chocolate

Step 5: Return home





Example 6: Design a flowchart for making sandwich

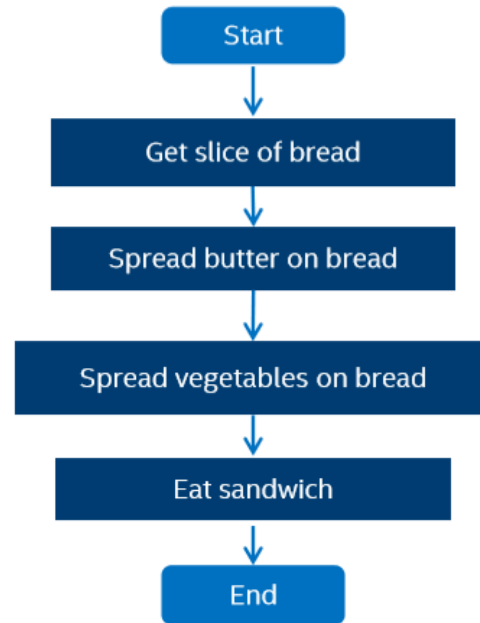
Algorithm:

Step 1 : Get a slice of bread

Step 2: Spread butter on bread

Step 3: Spread vegetables on bread

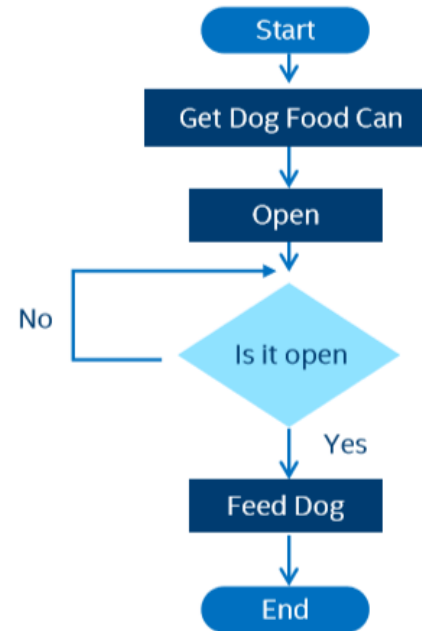
Step 4: Eat Sandwich



Example 7: To open a can of dog food

Algorithm:

- Step 1 :** Get the can and the can-opener
- Step 2:** Place can inside jaws of can-opener
- Step 3:** Close jaws
- Step 4:** Turn handle on can opener
- Step 5:** Keep turning until the can has made a complete circle
- Step 6:** Open the jaws of the opener
- Step 7:** Remove the can from the can-opener





Example 8: Design a flowchart for traffic light scenario

A good driver will always follow the traffic laws. Let us assume you are a car driver starting from your home and approaching the traffic light. Design a flowchart for the traffic light rules.

Algorithm:

Step 1 : Start from your place and approach the light

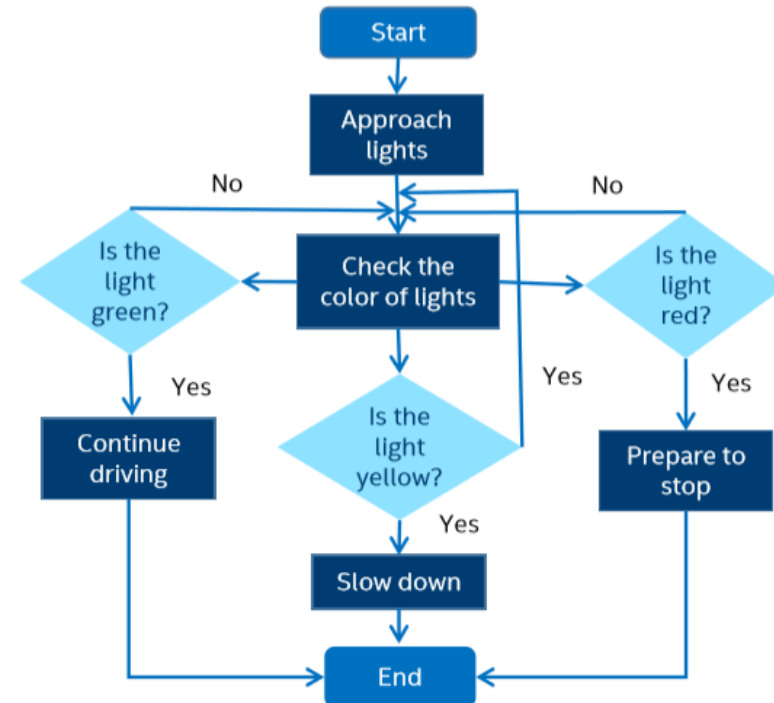
Step 2: Check for the color of the light

Step 3: The decision is to be made on the bases of light color if color is

Red : Prepare to stop

Yellow: Slow down

Green: Continue driving





Exercise 1: Write missing steps to complete the algorithm to find minimum of two integers

Let A and B be two integer number

Algorithm:

Step 1 : input A,B

Step 2: Compute the minimum number

 If A is smaller than B

 then A is the smaller number

 else B is smaller number

Step 3: Print minimum number





Exercise 2: Design a flowchart for the ATM system for withdrawal of cash based on the algorithm defined below

Suppose you went to the ATM to withdraw the amount

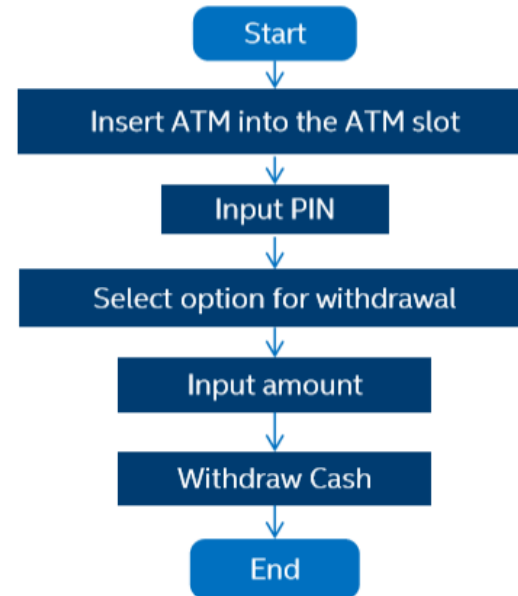
Algorithm:

Step 1 : Insert the ATM card into the ATM slot and remove

Step 2: Input PIN of ATM card

Step 3: Select option of withdrawal

Step 4: Input amount to be withdrawn



A cluster of five interlocking gears is positioned in the top left corner. The gears are in various shades of blue, yellow, and orange. They are of different sizes and are partially cut off by the top and left edges of the frame.

THANK YOU