WORKSHEET 13

School: <u>Ba Sangam College</u>   Year / Level: <u>12</u>

Subject: <u>Computer Studies</u>   Name of Student: _____

Strand	3 – Programming
Sub strand	3.1 Steps involved in programming
Content Learning Outcome	Describe six steps involved in programming

Step 2 Program Design

In the program design step, a solution is created preferably using structured programming techniques. These techniques consist of the following:

Four structured programming techniques:

1. Top-down programming design – in top-down program design, major processing steps, called program modules, are identified. Module is made up of logically related program statements.

2. Pseudocode is an outline of the logic of the program you write.

   An algorithm is a systematic logical approach used to solve problems in a computer

3. Flowcharts are the graphic representations of the steps necessary to solve a programming problem. The action represented by each of these symbols has a direct relation to one of the functional parts of the computer.

Example of flowchart
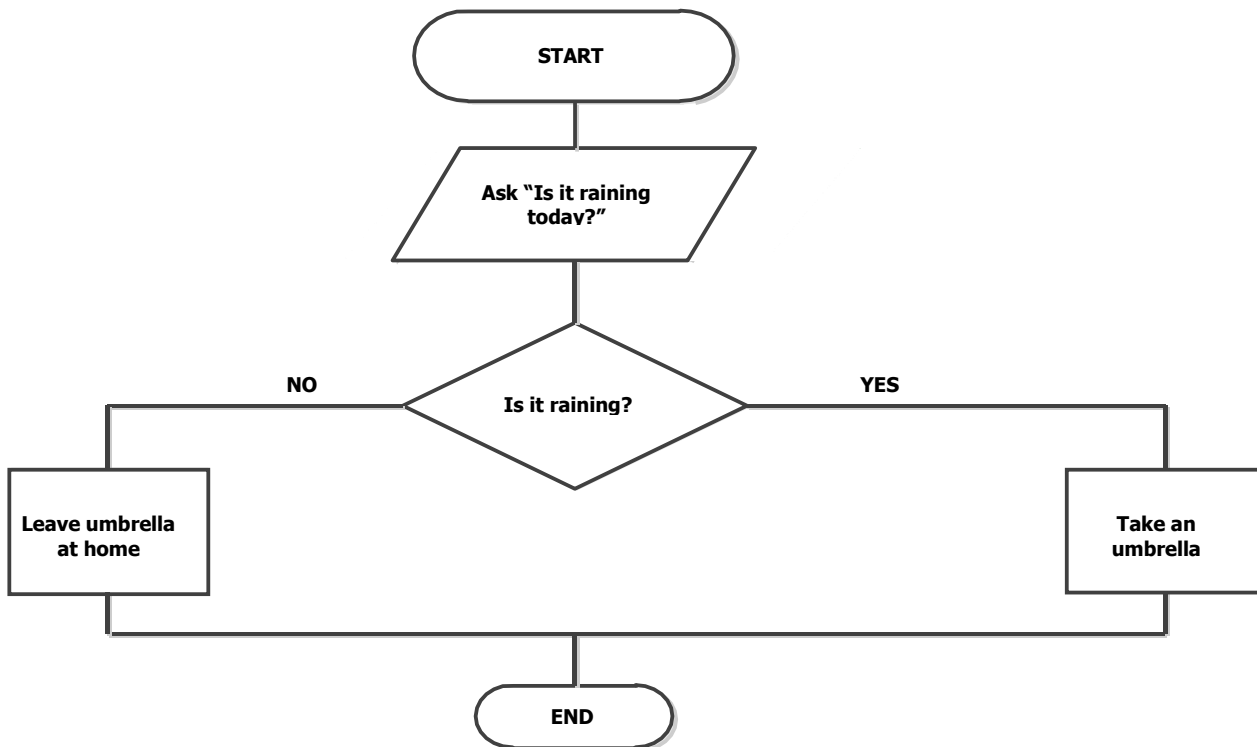
4. Logic structures are the arrangements of programming statements. Three types are (sequence, selection and loop)

Activity

1. **Write the pseudocode and draw a flowchart to make a cup of tea**

2. **Draw a flowchart that reads the age from the user and displays whether the person is eligible for voting or not. (note that voting age in Fiji is 18 and above)**