

New  
syllabus  
2020-21



Chapter 5

Problem Solving

Computer Science  
Class XI ( As per CBSE Board)

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## What is problem

Problems are at the center of what many people do at work every day.

A matter or situation regarded as unwelcome / harmful and need to be dealt with overcome is known as problem.

Computer / Microprocessor is the main device nowadays for finding the solution of a problem ,because of it's speed and the way it can deal with data.

Generally problems are solved using some sort of program/software using any computer programming language.

# Problem Solving

## Problem Solving Cycle

There are 3 basic steps for solving any problem using computer/computer program

1. Analyse / Define problem
2. Design Solution
3. Implement solution

Which can be further extended in larger domain.





## Problem Solving Cycle

### 1. Analyse / Define problem

In almost every problem solving methodology the first step is defining or identifying the problem. It is the most difficult and the most important of all the steps. It involves diagnosing the situation so that the focus on the real problem and not on its symptoms.

For example, 'if performance in any department is substandard, we might think the problem is with the individuals submitting work. However, if we look a bit deeper, the real issue might be a lack of training, or an unreasonable workload'.

As above example, same thing may happen with problem solving using computer program, So before starting designing/coding ,problem must be thoroughly defined/ analysed.



## Problem Solving Cycle

### 1. Analyse / Define problem

The process of understanding the problem and then defining it on the basis of following:

- Data requirement of the given problem
- Type of input variable required
- Type of output variable required is called problem definition



## Problem Solving Cycle

### 1. Analyse / Define problem

Suppose we are assigned to solve an arithmetic problem and we are not familiar with steps involved in solving that problem. In Such a case,we will not be able to solve the problem. The same applied to writing computer programs. A computer programmer cannot write the instructions to be followed by the computer unless he knows how to solve that problem. The first step in application development is problem definition. In addition, a program souce data, logical and practical procedures needed to solve the problem. This analysis must taken placed before actual preparation of program development, otherwise it will cause much cost and time.





## Problem Solving Cycle

### 2. Design Solution

Design is a process to transform user requirements into some suitable form, which helps the programmer in software coding and implementation.

Programming tools, program design tools are the tools used to develop a program. following are some of them

- Algorithm
  - Flowchart
  - Pseudo-code



## Problem Solving Cycle

### 2. Design Solution

#### Designing an algorithm:

An algorithm is a plan, a logical step-by-step process for solving a problem. Algorithms are normally written as a flowchart or in pseudo-code as it's next level.

When designing an algorithm there are two main areas to look at:

- the big picture - What is the final goal?
- the individual stages – What hurdles need to be overcome on the way to the goal?





## Problem Solving Cycle

### 2. Design Solution

#### An algorithm to Find largest of two numbers

Step 1: Start

Step 2: Declare variables a,b

Step 3: Read variables a,b

Step 4: If  $a > b$

If  $a > b$

Display a is the largest number.

Else

Display b is the largest number.



A **flowchart** is simply a graphical representation of steps. It shows steps in a sequential order, and is widely used in presenting flow of algorithms, workflow or processes. Typically, flowchart shows the steps as boxes of various kinds, and their order by connecting them with arrows.

## Flowchart Symbols

Different flowchart shapes have different conventional meanings. The meanings of some of the more common shapes are as follows:

1. **Terminator** 

The terminator symbol represents the starting or ending point of the system.

2. **Process** 

A box indicates some particular operation.

3. **Document** 

This represents a printout, such as a document or a report.

# Problem Solving



## 4. Decision



A diamond represents a decision or branching point. Lines coming out from the diamond indicates different possible situations, leading to different sub-processes.

## 5. Data



It represents information entering or leaving the system. An input might be an order from a customer. An output can be a product to be delivered.

## 6. Flow

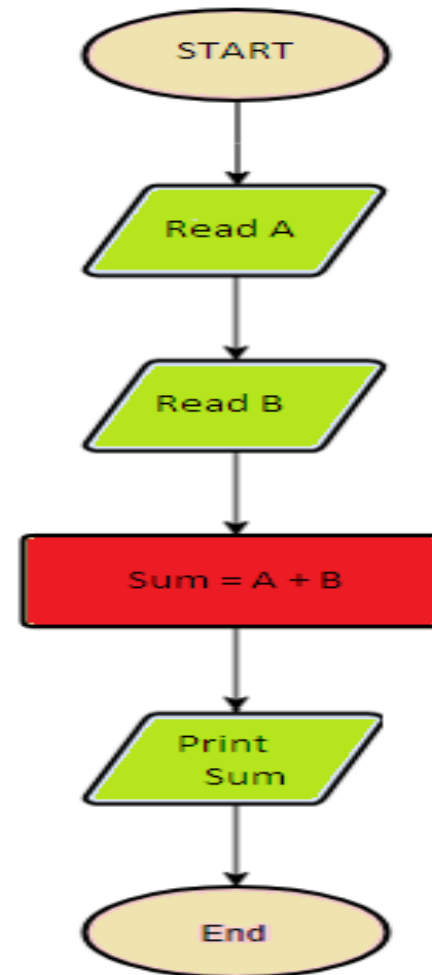


Lines represent flow of the sequence and direction of a process.

# Problem Solving



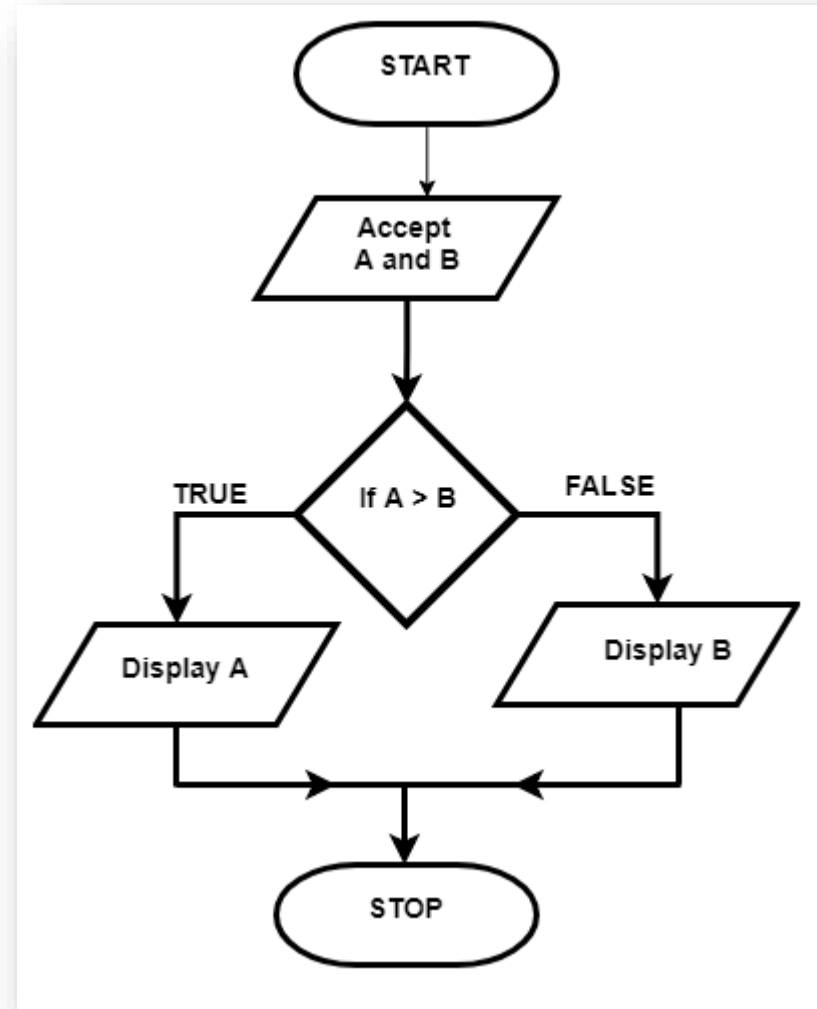
Representation of  
algorithm using flowchart  
E.g. Flowchart for addition  
of two numbers



# Problem Solving



Representation of  
algorithm using flowchart  
Example- Flowchart for  
finding largest of two  
numbers





## Pseudo-code

Pseudocode is not a programming language, it is a simple way of describing a set of instructions that does not have to use specific syntax.

There is no strict set of standard notations for pseudocode, but some of the most widely recognised are:

**INPUT/READ** – indicates a user will be inputting something

**OUTPUT/WRITE** – indicates that an output will appear on the screen

**WHILE** – a loop (iteration that has a condition at the beginning)

**FOR** – a counting loop (iteration)

**REPEAT – UNTIL** – a loop (iteration) that has a condition at the end

**IF – THEN – ELSE** – a decision (selection) in which a choice is made

any instructions that occur inside a selection or iteration are usually indented

# Problem Solving



Representation of algorithm using Pseudo-code

Example- Pseudocode to find out largest of two numbers

Write "please enter 2 numbers"

Read n1,n2

If( $n1 > n2$ )

Set max to n1

Else

Set max to n2





## Difference between algorithm and pseudo-code

- An algorithm is a well defined sequence of steps that provides a solution for a given problem, while a pseudocode is one of the methods that can be used to represent an algorithm.
- While algorithms can be written in natural language, pseudocode is written in a format that is closely related to high level programming language structures.
- Pseudocode does not use specific programming language syntax and therefore could be understood by programmers who are familiar with different programming language. Transforming an algorithm presented in pseudocode to programming code could be much easier than converting an algorithm written in natural language.



## 3. Implementation

Implementation refers to the process of adopting and integrating a software application into a real environment. Implementation of new tools and software into an enterprise can be complex, depending on the size of the organization and the software.