



Lodz University of Technology
Faculty of Electrical, Electronic,
Computer and Control
Engineering



Introduction to algorithmics

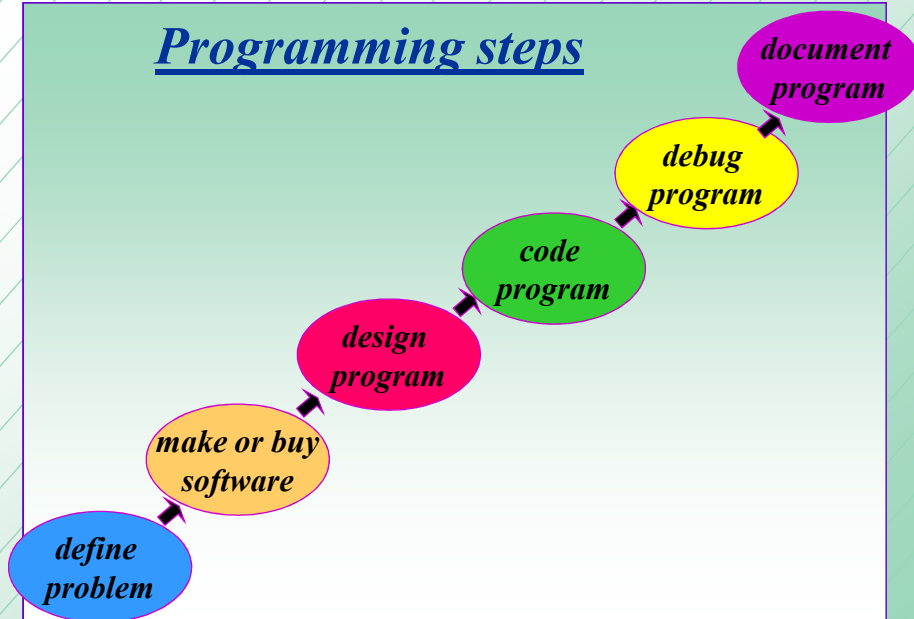
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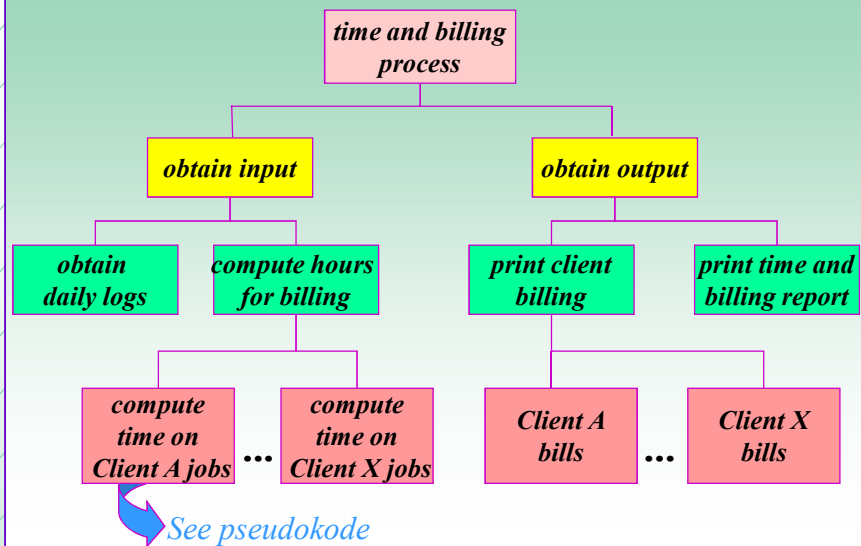
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Programming steps



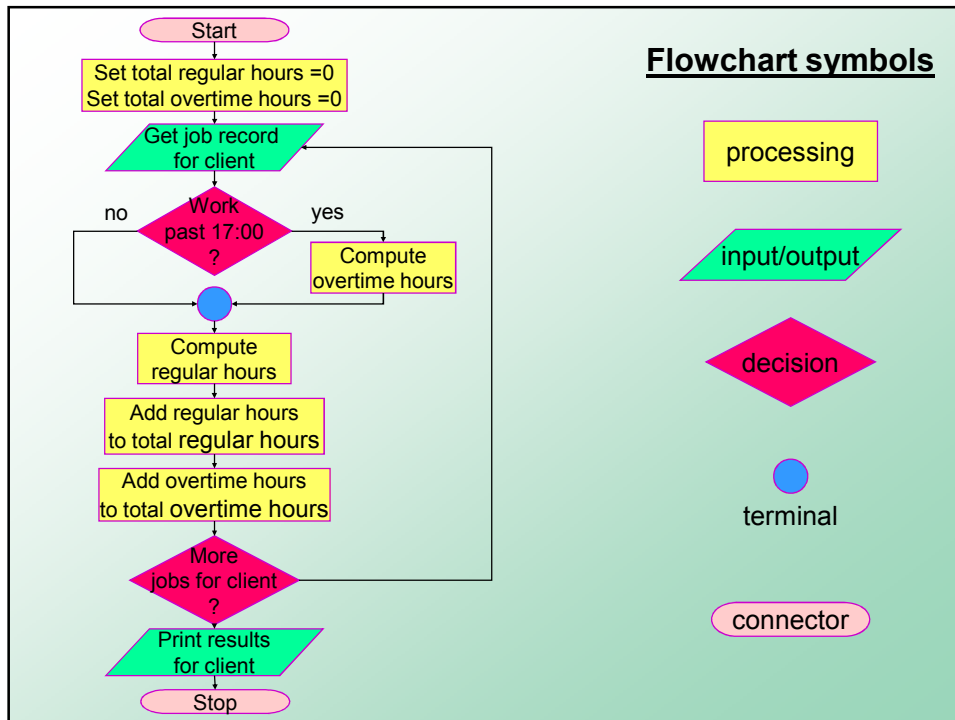
Top-down program design



Example of pseudocode

Compute time for Client A

- Set total regular hours and total overtime hours to zero.
- Get time in and time out for a job.
- If worked past 17:00 hours, then compute overtime hours.
- Compute regular hours.
- Add regular hours to total regular hours.
- Add overtime hours to total overtime hours.
- If there are more jobs for that client, go back and compute for that job as well.



Code the Program

Pascal

```

Begin
total_regular := 0;
total_overtime := 0;
while not eof(input_file) do
  begin
  readln(input_file, hours_in, minute_in, hours_out, minute_out);
  if(hours_out>=17) then
    overtime := (hours_out - 17) + (minute_out/60)
  else
    overtime := 0;
  regular := (hours_out - hours_in) + (minute_out - minute_in)/60
            -overtime;

  total_regular := total_regular + regular;
  total_overtime := total_overtime + overtime;
  end;
End.
  
```

<pre> Program compute_time; var input_file : text; {text file variable declaration} total_regular, total_overtime, regular, overtime : real; hours_in, minute_in, hours_out, minute_out : integer; Begin {main program} assign (input_file,'time.txt'); {assign the file variable with the file on disc} reset (input_file); {open the file for reading} total_regular := 0; total_overtime := 0; while not eof(input_file) do begin readln(input_file, hours_in, minute_in, hours_out, minute_out);{reading} if(hours_out>=17) then overtime:=(hours_out - 17)+(minute_out/60) else overtime:= 0; regular:=(hours_out-hours_in)+(minute_out-minute_in)/60-overtime; total_regular:=total_regular+regular; total_overtime:= total_overtime+overtime; end; close(input_file); {close the file} writeln('regular = ', total_regular); {printing out the results} writeln('overtime = ', total_overtime); End. {Dot – the end of the program} </pre>	<div style="border: 1px solid black; padding: 5px; display: inline-block;">Pascal</div>
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<pre> #include <stdio.h> //plik compute_time.c int main(){ FILE *f; // declaration of the FILE object char znak; int hours_in, minute_in, hours_out, minute_out; float total_regular, total_overtime, regular, overtime; f= fopen("time.txt","r"); // open the file for reading and assign it with f if(f!=NULL) { // if the file exists total_regular = 0; total_overtime = 0; while(znak!=EOF) { fscanf(f,"%d %d %d %d", &hours_in, &minute_in, &hours_out, &minute_out); //rf if(hours_out>=17) overtime = (hours_out - 17) + (minute_out/60.0); else overtime = 0; regular = (hours_out - hours_in) + (minute_out - minute_in)/60.0 - overtime; total_regular = total_regular + regular; total_overtime = total_overtime + overtime; znak=fgetc(f); } fclose(f); // close the file printf("regular = %f, overtime = %f\n", total_regular, total_overtime); } else printf("File reading error\n"); return 0; } </pre>	<div style="border: 1px solid black; padding: 5px; display: inline-block;">C</div>
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Program debugging

- Checking the program correctness.
- Finding and correcting the errors.
- Program testing using *bottom-up method for the representative testing data sets*.