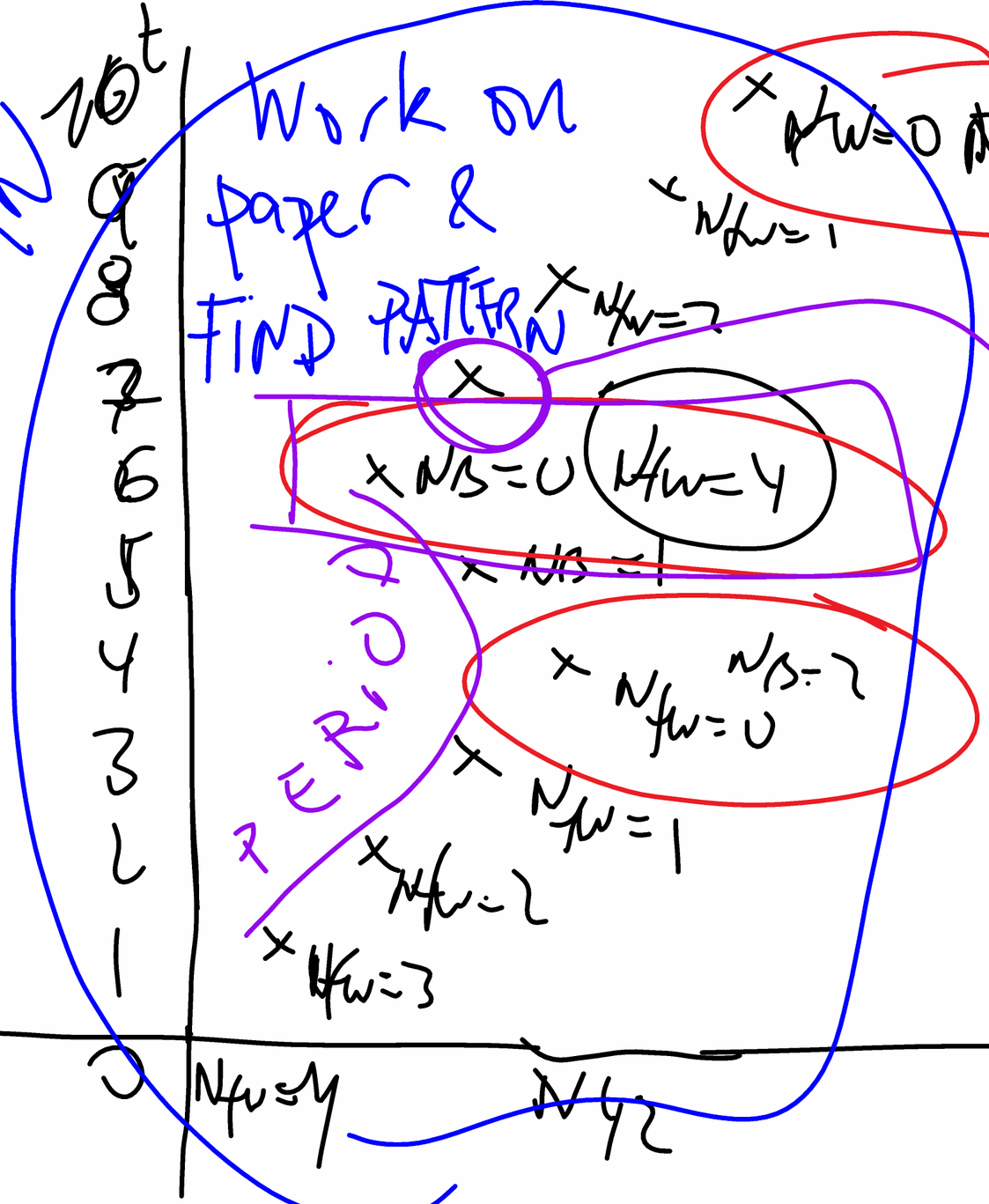
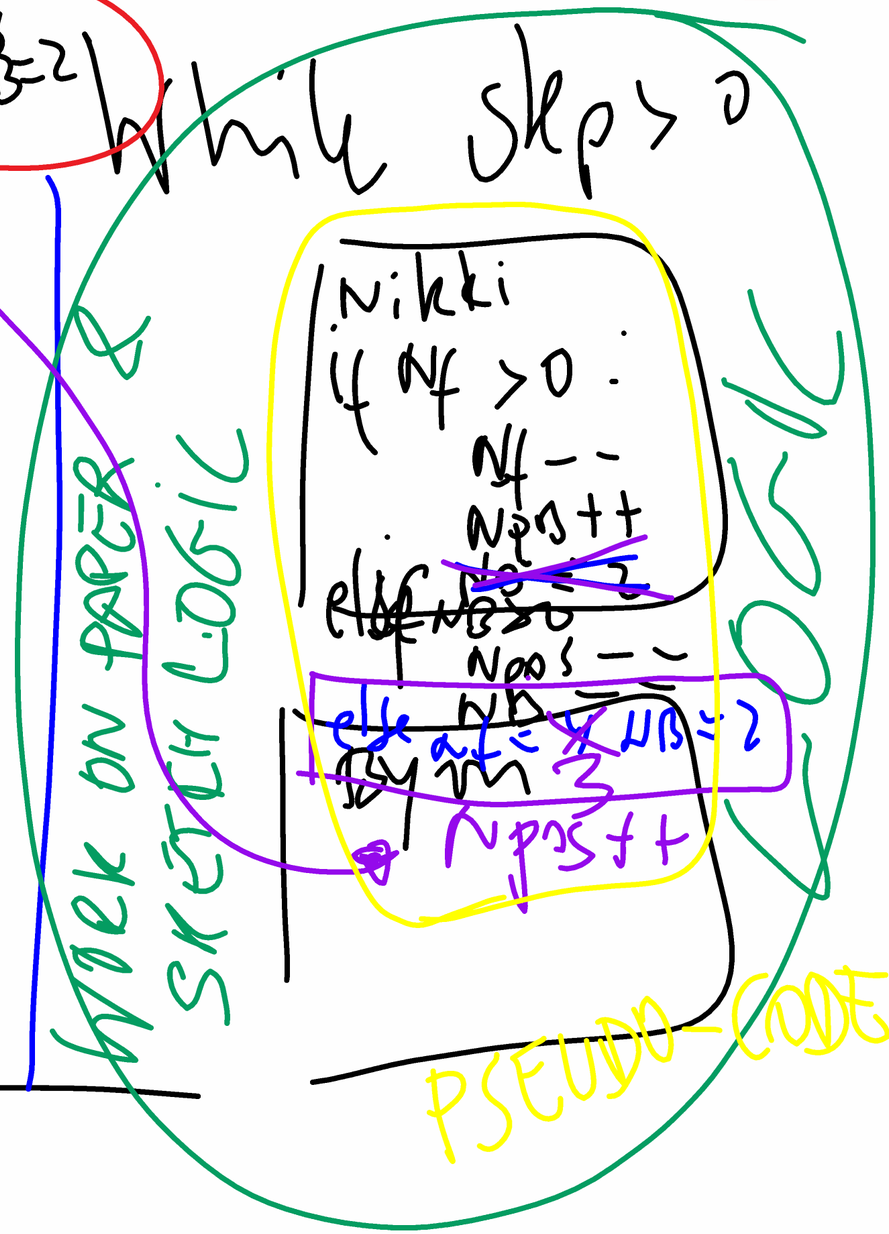
Wed 20 Feb 2019

UpDown Staircase PATTERN

Work on paper & FIND PATTERN



Work on paper & sketch LOGIC



HOW DO I SOLVE A PROBLEM COMPUTATIONALLY?

That is, how can I come up with a program that solves a given problem?

1) First work on paper as many cases as you need in order to find the pattern of the problem. In some sense, this is like simulating on paper the problem.

2) Then sketch the logic of the procedure (the program) that solves the problem. Do it by writing some pseudo-code