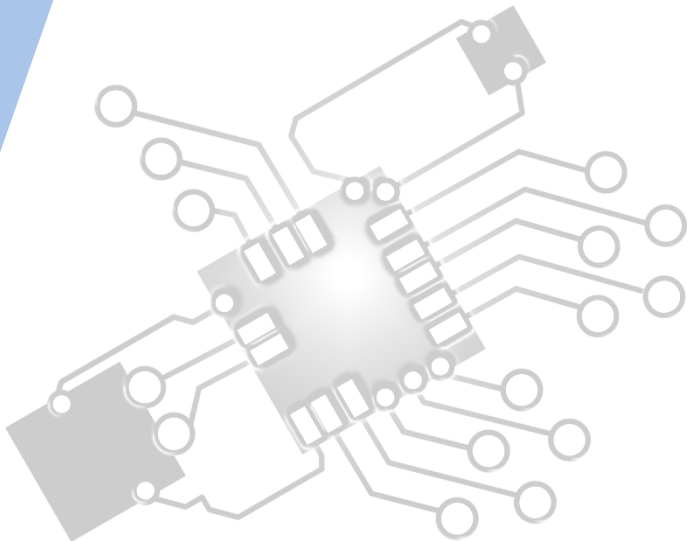




Computational thinking, problem-solving and programming:

Connecting computational thinking and program design

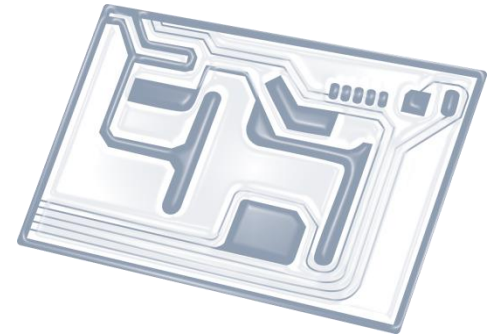
IB Computer Science



*Content developed by
Dartford Grammar School
Computer Science Department*



HL Topics 1-7, D1-4



1: System design



2: Computer Organisation



3: Networks



4: Computational thinking



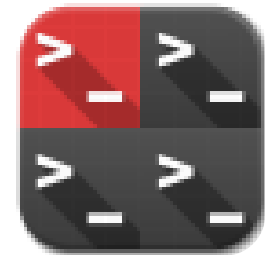
5: Abstract data structures



6: Resource management



7: Control



D: OOP

HL & SL 4.2 Overview

- 4.2.1 Describe the characteristics of standard algorithms on linear arrays
- 4.2.2 Outline the standard operations of collections
- 4.2.3 Discuss an algorithm to solve a specific problem
- 4.2.4 Analyse an algorithm presented as a flow chart
- 4.2.5 Analyse an algorithm presented as pseudocode
- 4.2.6 Construct pseudocode to represent an algorithm
- 4.2.7 Suggest suitable algorithms to solve a specific problem
- 4.2.8 Deduce the efficiency of an algorithm in the context of its use
- 4.2.9 Determine the number of times a step in an algorithm will be performed for given input data



1: System design

2: Computer Organisation



3: Networks

4: Computational thinking



5: Abstract data structures

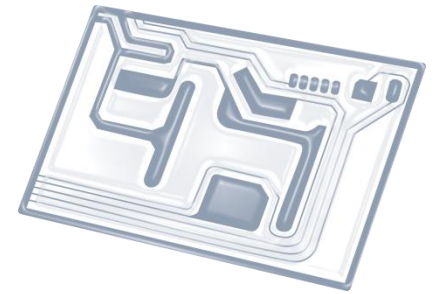
6: Resource management



7: Control

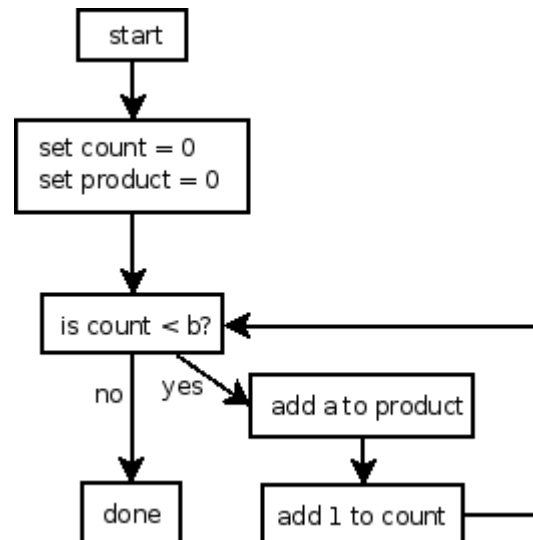
D: OOP





Topic 4.2.9

Determine the **number of times** a step in an algorithm will be performed for given input data



Teacher's notes:

- “Number of steps” is officially called **ITERATIONS**
- Examination questions will involve **specific algorithms (in pseudocode/flow charts)**.
- Students may be expected to give an actual number (or range of numbers) of **iterations** that a step will execute.



Example #1:

```
1. DECLARE
2. b NUMBER;
3. BEGIN
4. dbms_output.put_line('Program started. ');
5. FOR a IN 1 .. 3
6. LOOP
7. b:=1;
8. WHILE (a>=b)
9. LOOP
10. dbms_output.put_line(a);
11. b:=b+1;
12. END LOOP;
13. END LOOP;
14. dbms_output.put_line('Program completed. ');
15. END;
16. /
```

outer FOR LOOP

inner WHILE LOOP

Example #2:

