# REPRESENTING INFORMATION IN CODE
## Work Sheet: 03-ALG-12-WS



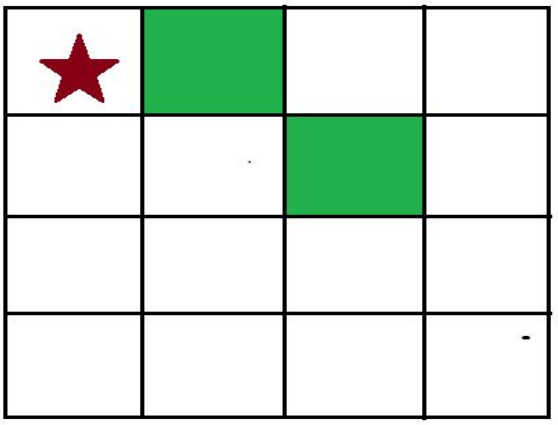
**Introduction:**

You have studied about algorithms and programs.

An algorithm is a list of steps one can follow to complete a task.

And a program is an algorithm that has been 'coded' into something that a machine can run.

**Graph Paper Programming:**



We looked at the possible steps that you can tell your friend to take to move and colour the squares on a graph without actually seeing the final picture.

Then you also saw how the same steps can be written in a simpler way by defining a 'code'.

Thus, you have seen how an algorithm can be defined to color on the graph such as this image. And you have seen how that algorithm can be written as a program.

**Questions: (* questions can be used for evaluation)**

1. Can you write the algorithm for making the following pictures?

**Name:** **Class:** **Div:** **Roll. No:**

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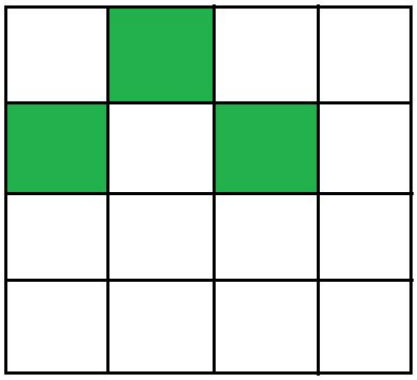
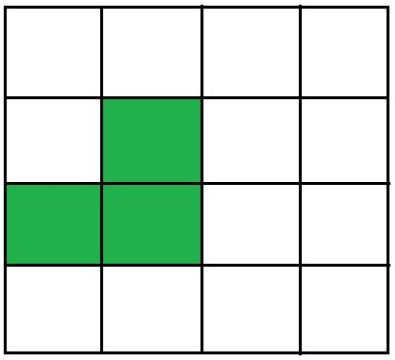
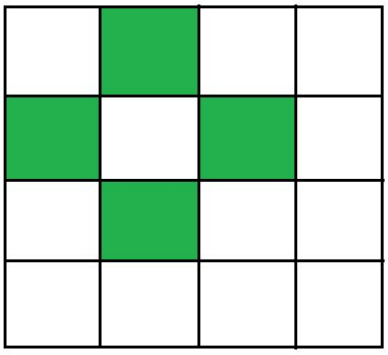
A



B



C



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2. Can you now write a 'code' for your algorithm?

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3. Can you write down the program for the algorithm using your 'code'?

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