

## TRACE TABLES

Review the pseudocode below and complete the trace table activity on the following page:

1. OUTPUT ("This program prints selected numbers in in given range.")
2. SET anotherGo TO "Yes"
3. WHILE anotherGo = "Yes"
4.       SEND "Please enter the first number in your chosen range" TO DISPLAY
5.       RECEIVE lowNumber FROM (INTEGER) KEYBOARD
6.       SEND "Please enter the last number in your chosen range" TO DISPLAY
7.       RECEIVE highNumber FROM (INTEGER) KEYBOARD
8.       SET x TO 0
9.       FOR count = lowNumber TO highNumber
10.        IF count MOD 5 <> 0) AND (count MOD 7<>0) THEN
11.         SEND count TO DISPLAY
12.         SET x TO x + 1
13.        END IF
14.        END FOR
15.       SEND x, "numbers" TO DISPLAY
16.       SEND "Another go?" TO DISPLAY
17.       RECEIVE anotherGo FROM (STRING) KEYBOARD
18. ENDWHILE

TRACE TABLES

Lownumber = 1

Highnumber = 10

X	count
	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

count	count MOD 5	count MOD 7
1	1	1
2	2	2
3	3	3
4	4	4
5	0	5
6	1	6
7	2	0
8	3	1
9	4	2
10	0	3

AND TABLE		
0	0	0
1	0	0
0	1	0
1	1	1

AND TABLE		
F	F	F
T	F	F
F	T	F
T	T	T

count MOD 5 <> 0	count MOD 7 <> 0	TRUE/FALSE
Is 1 <> 0	Is 1 <> 0	
Is 2 <> 0	Is 2 <> 0	
Is 3 <> 0	Is 3 <> 0	
Is 4 <> 0	Is 4 <> 0	
Is 0 <> 0	Is 5 <> 0	
Is 1 <> 0	Is 6 <> 0	
Is 2 <> 0	Is 0 <> 0	
Is 3 <> 0	Is 1 <> 0	
Is 4 <> 0	Is 2 <> 0	
Is 0 <> 0	Is 3 <> 0	