

Programming Logic Technique (PLT) is the method of solving a problem step-by-step before writing a program. It helps one think logically and develop correct solutions. PLT uses tools like **Algorithm, Flowchart, and Pseudocode** to represent the logic. It is language-independent and can be applied in any programming language. PLT is the foundation for learning programming such as Java, Python, VB/.net etc.

Why PLT is important

- Helps understand the problem clearly
- Makes programming easy
- Reduces errors
- Improves thinking skills

Tools used in PLT

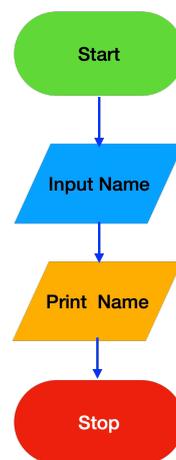
1. Algorithm – step-by-step instructions
2. Flowchart – diagram representation
3. Pseudocode – program-like steps

Example Problem: Print Name

Algorithm:

- Step 1: Start
- Step 2: Input A, B
- Step 3: Sum = A + B
- Step 4: Print Sum
- Step 5: Stop

Flow Chart:



Problems:

1. Add two numbers
2. Find sum of three numbers
3. Find average of 5 numbers
4. Find square of a number
5. Find cube of a number
6. Swap two numbers (with temp)
7. Swap two numbers (without temp)
8. Find remainder
9. Convert days into years and months

10. Convert Celsius to Fahrenheit
11. Check even or odd
12. Check positive, negative, or zero
13. Find largest of two numbers
14. Find largest of three numbers
15. Find smallest number
16. Check pass or fail
17. Check eligible for vote
18. Check leap year
19. Check divisible by 5
20. Find absolute value
21. Print numbers 1 to 10
22. Print 10 to 1
23. Find sum of first N numbers
24. Print multiplication table
25. Find factorial
26. Count digits in number
27. Reverse a number
28. Find sum of digits
29. Check palindrome number
30. Print even numbers 1 to 100
31. Print
32. Print square pattern
33. Print reverse triangle
34. Print pyramid
35. Find simple interest
36. Find area of rectangle
37. Find area of circle
38. Find profit or loss
39. Find student grade

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**	12
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Must practice problems:

1. Even or odd
2. Largest of 3
3. Sum of N numbers
4. Factorial
5. Reverse number
6. Palindrome
7. Multiplication table
8. Star pattern
9. Grade calculation
10. Swap numbers