

# Escape Room Algorithm

An **algorithm** is a set of step by step instructions to complete a task

- algorithms can be written in lots of ways
- they are used to help plan and sequence a computer program

# Part One Algorithm

1. DISPLAY title
2. DISPLAY ask the user their name
3. INPUT the name
4. DISPLAY a welcome message
5. DISPLAY a description of the room
6. DISPLAY ask the user what to do next
7. INPUT first command
8. **Work out what happens**

This is deliberately simple  
At stage 8 I've left the  
thinking involved until later  
This is an example of  
**abstraction** - taking the  
detail out to simplify a  
problem

# Part One Algorithm

Once you have an algorithm you can turn it into computer **program code**

Code is written in a **programming language**

Code gives the computer the **instructions** needed to complete a task

# Part One Algorithm

Code uses a set of precise instructions

```
print("Hello world")  
if day == "Thursday":
```

You have to **spell** them right

You have to use **punctuation** correctly

Otherwise the **syntax** won't work and the code will fail