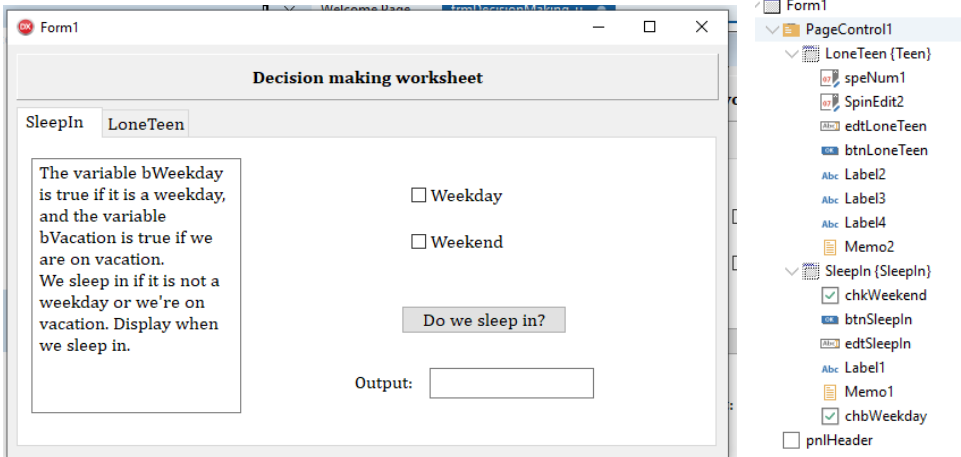


TERM 4	Week 1	
TOPIC	Software Development – Problem Solving	
AIMS OF LESSON	Develop problem solving skills	
RESOURCES	Paper based resources	Digital resources DBE Textbooks
	DBE Practical Textbook Gr 10: Chapter 5 and 6	Links on the WCED ePortal: DataFiles The e-resources below has the actual URL to the websites
INTRODUCTION	Reinforce problem solving principals	
CONCEPTS AND SKILLS	Decision making	
ACTIVITIES / ASSESSMENT	Open the incomplete project <i>DecisionMakingApp_p</i> This incomplete project has no functionality at the moment. 	

SleepIn Tab

- The problem is displayed on the memo component. Rewrite the problem in the space below:

- Create a **flow diagram** for the problem below:

- Use your flow diagram and add code to **btnSleepIn** to solve the problem.

LoneTeen Tab

1. The problem is displayed on the memo component. Rewrite the problem in the space below:

2. Create **pseudocode** for the problem below:

3. Use your **pseudocode** and add code to **btnLoneTeen** to solve the problem.

CONSOLIDATION	<i>In this problem, you worked with decision making and used problem solving techniques.</i>
VALUES	<i>Thank you for working through this document! Stick to your hard work. You are creating an opportunity to better yourself. Your perseverance will bring dividends.</i>
E-RESOURCES	https://wcedeportal.co.za/eresource/160796

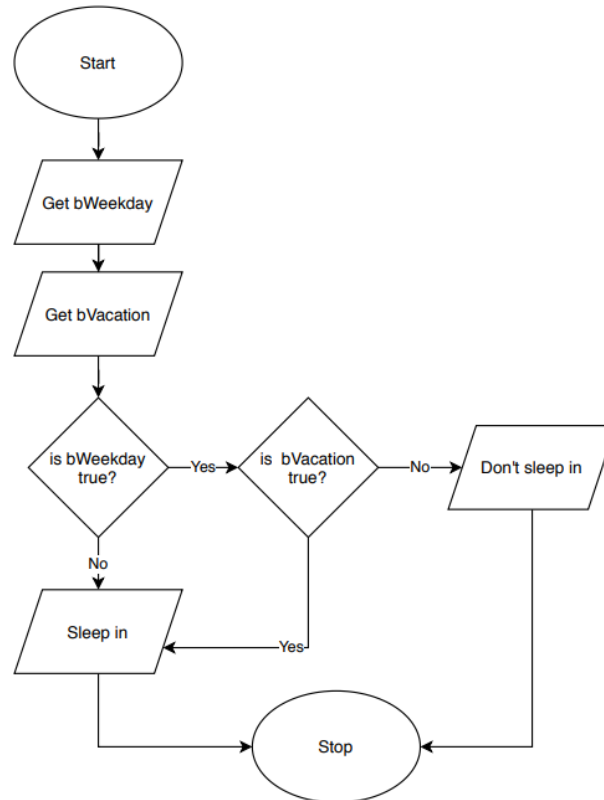
Memorandum:

SleepIn Tab

- The variable bWeekday is true if it is a weekday, and the variable bVacation is true if we are on vacation.

We sleep in if it is not a weekday or we're on vacation. Display when we sleep in.

- Create a **flow diagram** for the problem below:



- Use your flow diagram and add code to **btnSleepIn** to solve the problem.

LoneTeen Tab

- We'll display "teen" if a number is in the range 13..19 inclusive.
Get two numbers, display "teen" if one or the other is in the teen range, but not both.

2. Start

```

iNum1 ← user input
iNum2 ← user input
if ((iNum1 >= 13) AND (iNum2 <= 19)) OR (iNum2 in [13..19])
    Display "teen"
    
```

- Use your **pseudocode** and add code to **btnLoneTeen** to solve the problem.