

Introduction to trace tables

As the steps of an algorithm are performed, it is common for the values of variables to change.

A trace table can be used to show how the values of the variables change during the course of the algorithm.

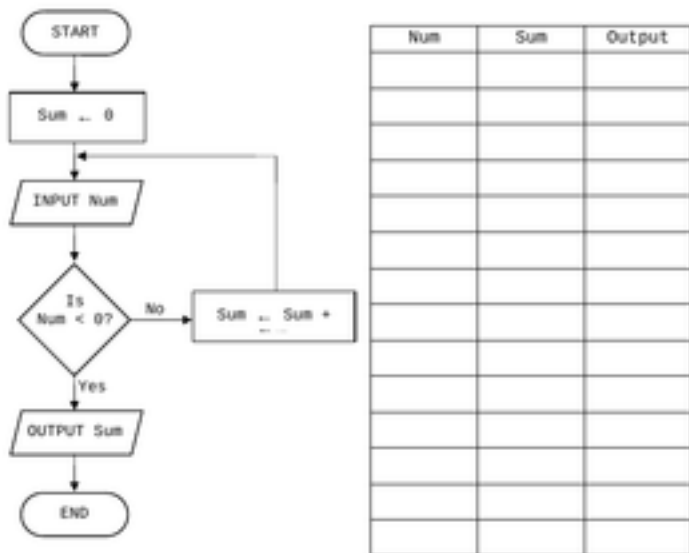
The algorithm may be given in pseudocode or as a flowchart.

Questions involving trace tables will provide a value or set of values, called the "input data", that are to be input into the algorithm.

Examples

1. The flowchart below calculates the sum of the numbers input by the user. If the user enters a negative number this stops the input.

(a) Complete the trace table for the input data: 17, 20, 5, 33, -10, 8, 12, 49, -29



- (b) Write some input data for the algorithm that would produce an output of 50.