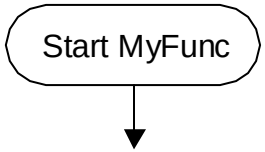
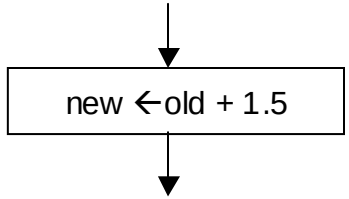
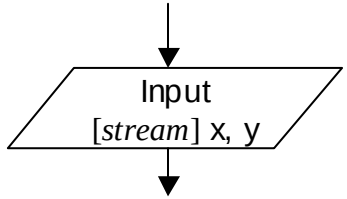
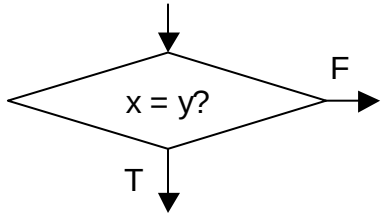
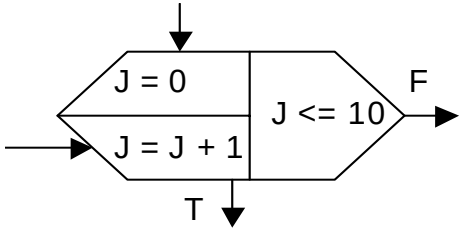
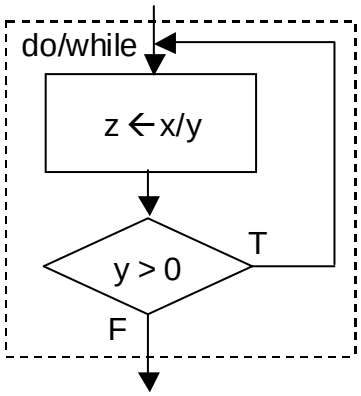
Operation	Flowchart Symbol	Pseudocode	Indented Java Examples

Begin or End of Algorithm		Start main	`public static void main(…){`
			`  …`
			`}`

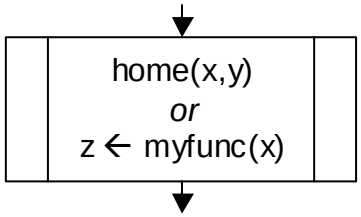
Process/Assignment		new ← old + 1.5 -or- old + 1.5 → new	`new = old + 1.5;`
Input/Output		Input from *stream* z Output to *stream* x, y	`x = scanner.nextDouble();` `System.out.println("X = " + x);`

Selection		if *cond* then
		  block
		else
		  block
		next step
			`if (x == y){`
			`  …`
			`}`
			`else {`
			`  …`
			`}`

Counter Controlled Loop		do j = 1, 10
		  block
		next step
			`for (j=1; j<=10; j++) {`
			`  …`
			`}`

Structured Repetition		while *cond*
		  block
		next step
		– and –
		do
		  block
		while *cond*
		next step
			`while (y <= YMAX) {`
			`  …`
			`}`
			
			– and –
			
			`do {`
			`  …`
			`}`
			`while (y <= YMAX);`

General Repetition
(Many forms possible; see note below.)
	See *Selection* and *Structured Repetition* symbols	while
		  block
		  if *cond* break
		  block
		next step
			`while (true){`
			`  …`
			`  if (isDone()) break;`
			`  …`
			`}`

Message (Method Call)		home(x,y) z ←myfunc(x) -or- myfunc(x) → z	`Plot.home(x,y);` `z = myObj.itsMethod(x);`

Notes and Comments:

In the table above the flowchart, pseudocode and Java examples do not generally correspond (i.e., they don't necessarily represent the same action).
Use indentation to show structure in pseudocode and Java source code.
cond is a logical condition (a Boolean expression).
next step mans the next step in the algorithm. In Java, this can be any statement.
stream means any open stream of the appropriate type.
Some coding styles do not permit "General Repetition" structures. Use only "Structured Repetition" forms – *while* and *do/while* loops. This issue referred to as "one way in, one way out" in Wu, 4th ed.