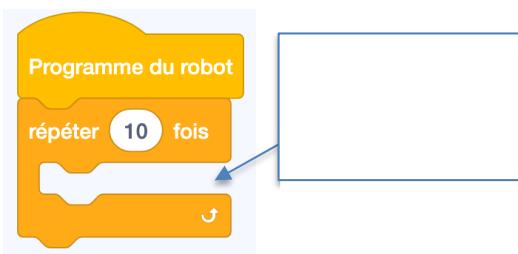


DES ALGORITHMES POUR PROGRAMMER (1)

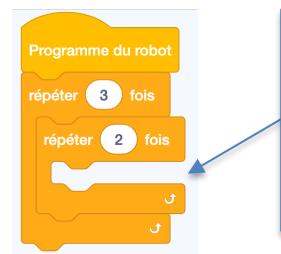
X QU'EST CE QU'UN ALGORITHME ?

Un **algorithme** est une suite finie d'opérations ou d'instructions permettant de résoudre une classe de problèmes.
Le mot *algorithme* vient du nom d'un mathématicien perse du IX^e siècle, AL-KHWARIZMI (en arabe : الخوارزمي).

X REPETITION D'INSTRUCTIONS

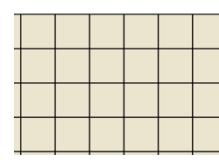
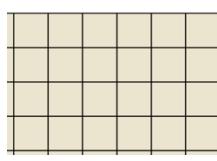
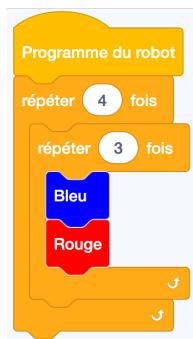
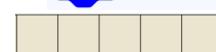
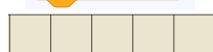
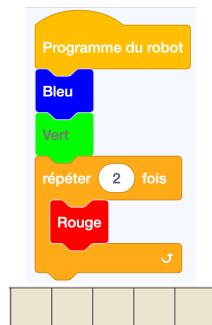
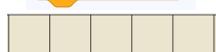


Boucle simple

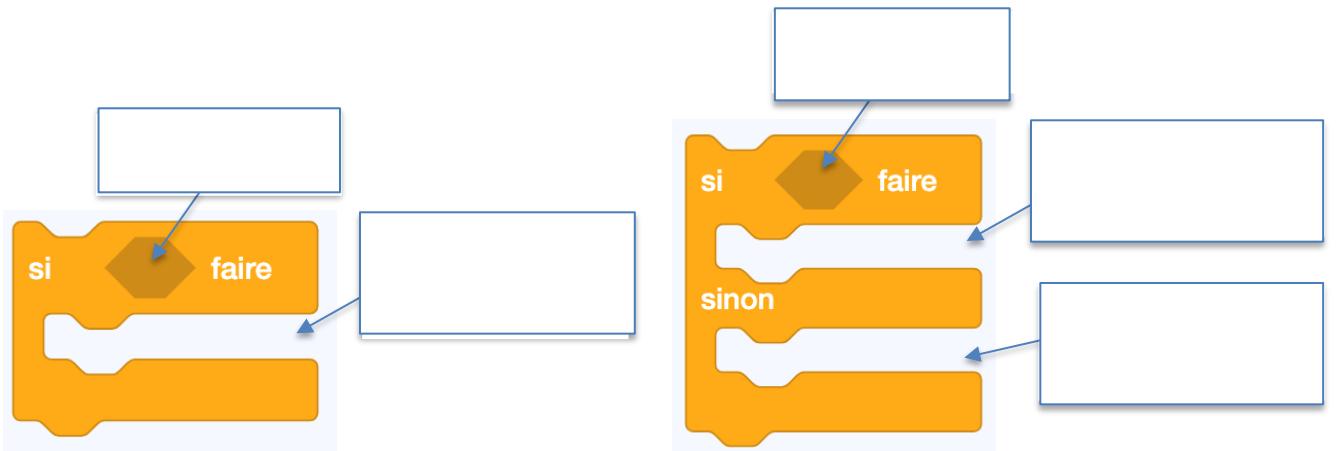


Boucles imbriquées

✍ Applications : Que va dessiner le robot ?



X INSTRUCTIONS CONDITIONNELLES



✍ Application : Que va dessiner le robot ?

