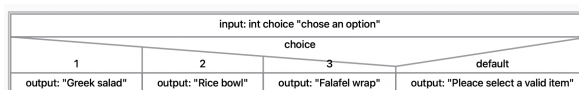
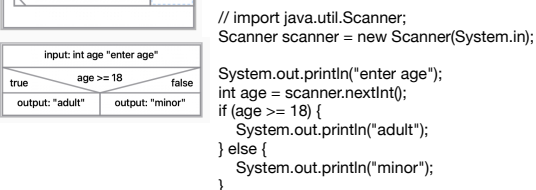
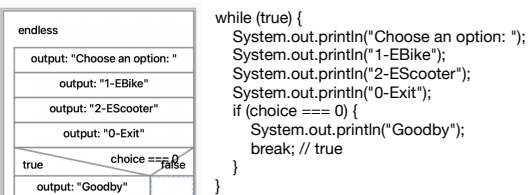
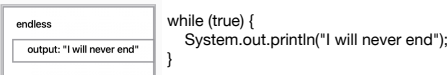
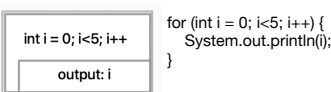
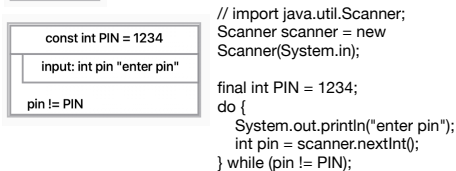
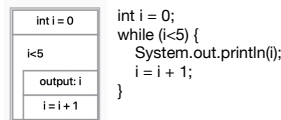
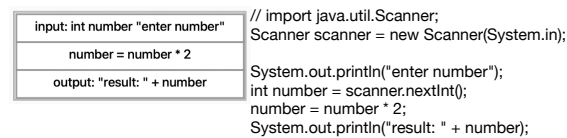
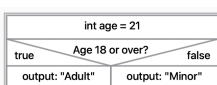


Algorithmen

Struktogramme zeigen die Abläufe eines Computerprogramms. Diese Abläufe nennt man Algorithmen. Ein Algorithmus wird dabei als einfache Grafik dargestellt, die Schritt für Schritt zeigt, was passiert. So lässt sich ein Algorithmus verständlich beschreiben – ganz ohne Programmcode.



```
// import java.util.Scanner;  
Scanner scanner = new Scanner(System.in);
```

```
System.out.println("chose an option");  
int choice = scanner.nextInt();  
switch (choice) {  
case 1 -> {  
System.out.println("Greek salad");  
}  
case 2 -> {  
System.out.println("Rice bowl");  
}  
case 3 -> {  
System.out.println("Falafel wrap");  
}  
default -> { /* default */  
System.out.println("Please select a valid item");  
}  
}
```