Flowcharts and Pseudocode

1a. Draw a ***flowchart*** that represents an algorithm that inputs an integer (call it `limit`) and outputs all <u>even</u> numbers from zero to `limit`, inclusive. (Assume `limit` is a whole number).

1b. Write the ***pseudocode*** for the flowchart above.

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2. Draw a ***flowchart*** that represents a ***linear search*** algorithm that will find a specific value in an array, then write the ***pseudocode*** for the flowchart as a ***function*** named `linearSearch`.
   - **Inputs**: the array (call it `a`), and the value to search for (call it `value`).
   - **Output**: the ***index*** in the array where the value is found; or a value of `-1` if the value is not found in the array.

   Important: in pseudocode (as well as programming languages), if the flow of the program encounters a `RETURN` statement, the function will exit from that point and not continue to run any code after that line.