Flowchart 1 (Left)

START

↓

Create Canvas With X & Y values

↓

Set a colour for canvas

↓

Set the width and colour of the boarders for each shape

↓

Fill the shapes with different colours

↓

Set various shapes to appear on canvas with different orientations and locations

Flowchart 2 (Right)

START

↓

Create a variable that can be used for switch statement

↓

Switch number by Clicking Mouse

↓

Case 1 → Set portrait to "Happy Emotion"

↓

Case 2 → Set portrait to "Angry Emotion"

↓

Case 3 → Set portrait to "Surprised Emotion"

Pseudocode Box 1

DO
Create Canvas

Set background colour

Set shapes on canvas in different locations using X & Y coordinates

Set colour of each shape

Set width of borders

Set colours of borders

Set shape group set known as 'Happy Emotion'

Set shape group set known as 'Angry Emotion'

Set shape group set known as 'Surprised Emotion'

Pseudocode Box 2

Set Variable named 'flow'

IF Mouse Is Clicked

Then

START SWITCH LOOP

CASE 1 changes variable 'flow' to '2' to perform 'Happy Emotion'

CASE 2 changes variable 'flow' to '3' to perform 'Angry Emotion'

CASE 3 changes variable 'flow' to '1' to perform 'Surprised Emotion'

LOOP back to CASE 1