Tutorial 41/2: Workflow diagrams

In this tutorial, we'll review some key concepts on workflow diagrams and then show some solved examples.

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- 1. Brief introduction
- 1.1. Why workflow diagrams?

They allow us to solve a problem without having to worry about all the syntactic difficulties of programming languages (e.g. "==" instead of "="), while making the process comprehensible to others.

Moreover, when done right, they show that a person actually knows how to handle a programming task.

1.2. What do all workflow diagrams need to have?

At a fundamental level, two things: what and how.

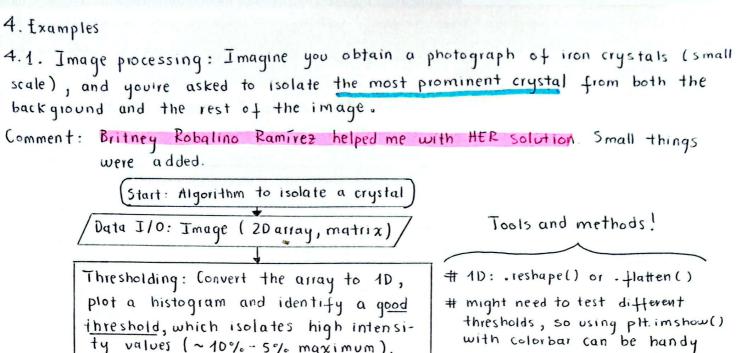
- · What: Data, variables and features to use.
- · How: Tools and methods (functions: self-made or third-party) to be applied on the what.

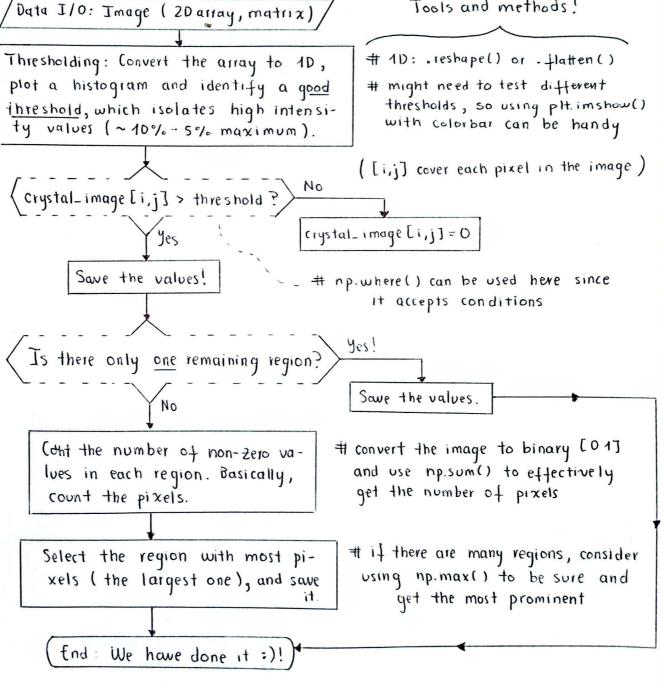
## 2. Symbols recap Weill Keep it simple.

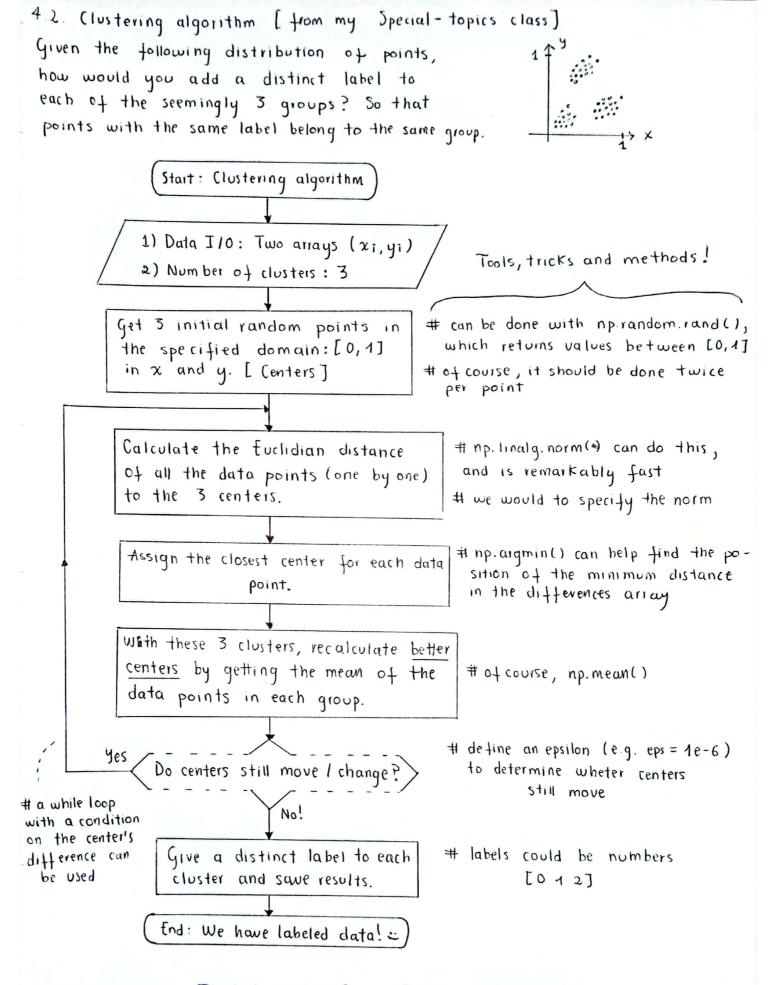
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	: Start or end of the process (always present).
	: Inputs loutputs of the process (also called data symbol).
	: Denotes an operation step.
	: A decision in the process flow (<>).
$\longrightarrow$	: Indicates the flow direction between steps.
	: Usual structure of a loop [more of a representation than a symbol].

## 3. A little advice

To start, all you need is an idea . It does not have to be a great one, just one that, in principle, should work. I wouldn't recommend starting to write without having that. So take your time and don't rush:).







Final comment: That'd be it. Sorry, I don't think any of the smiley faces looks pretty enough.