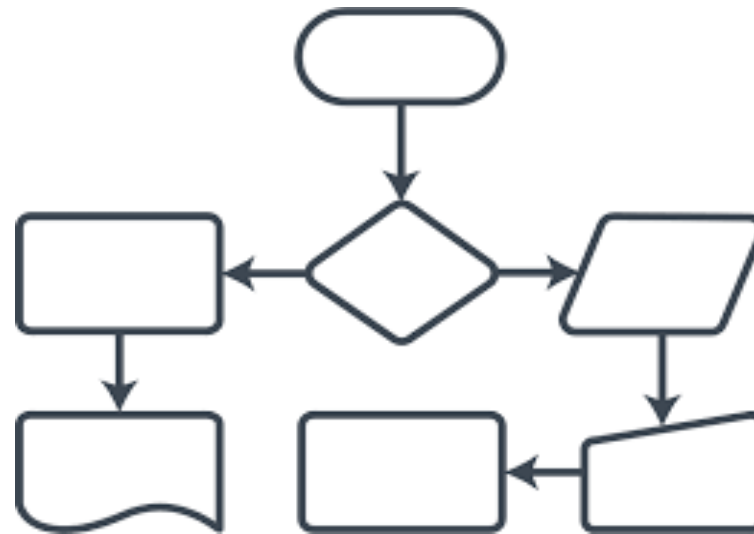


S2_2

Flow charts





Learning objectives

To learn and appreciate the following concepts

- ✓ Introduction to flowcharts
- ✓ Installation of RAPTOR



Session outcome

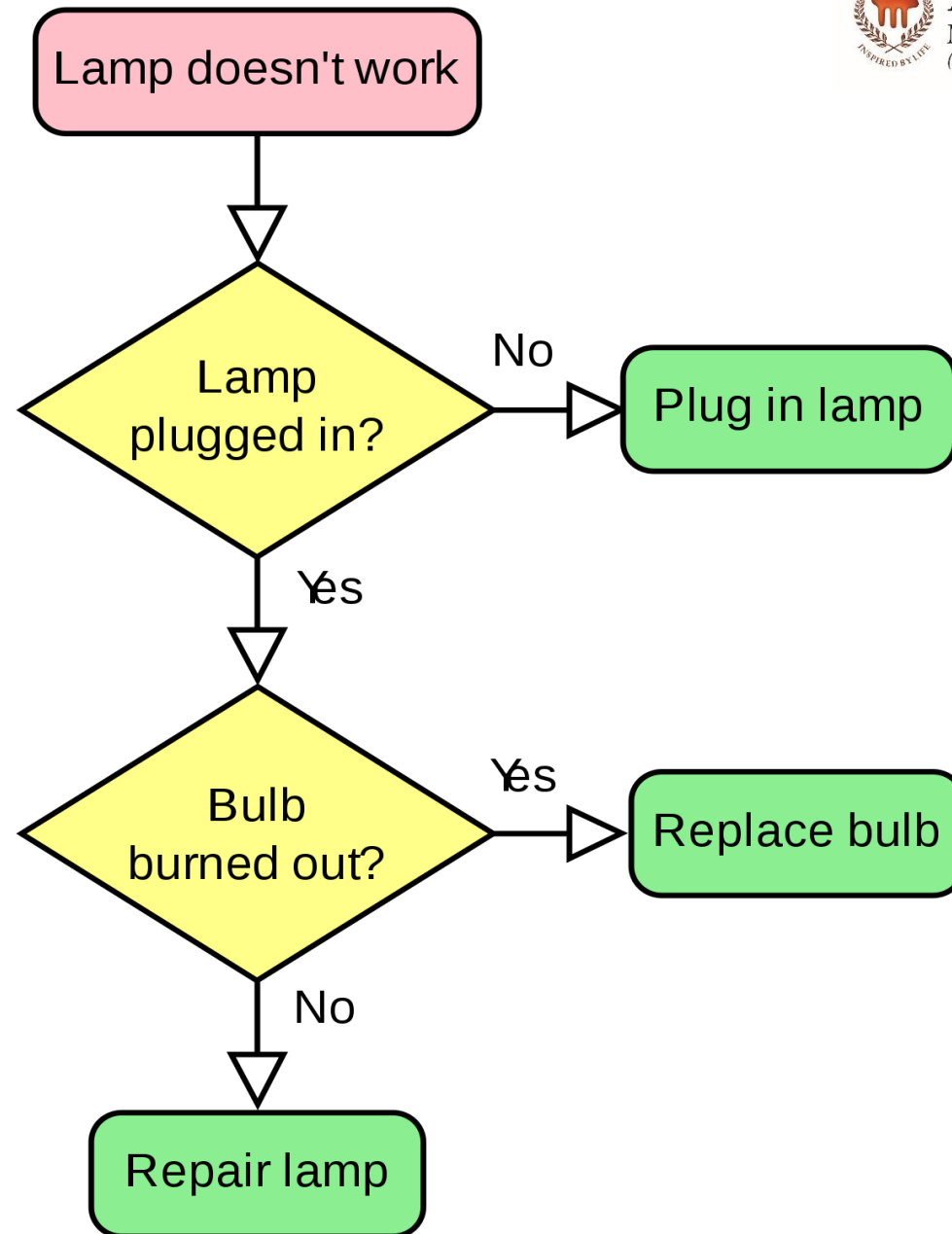
- ✓ At the end of session the student will be able to
 - ✓ Understand importance of flowchart
 - ✓ Install RAPTOR and appreciate how it works

Flowcharts

- ✓ In Computer Science, **Flow chart** is used to represent algorithm which basically provides a solution to any computational problem.
- **Flowchart:** A graphical/pictorial representation of computation


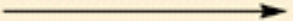


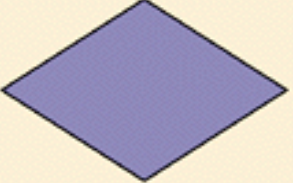
Key features of flowchart

- ✓ Diagrammatic / visual / graphical representation of computation of an algorithm/pseudo code
- ✓ Easier to understand and analyze the problem and it's solution before programming
- ✓ Machine independent
- ✓ Well suited for any type of logic



Simple
Flowchart!!!

Basic Flowchart Symbols

Name	Symbol	Use in flowchart
Oval		Denotes the beginning or end of a program.
Flow line		Denotes the direction of logic flow in a program.
Parallelogram		Denotes either an input operation (e.g., INPUT) or an output operation (e.g., PRINT).
Rectangle		Denotes a process to be carried out (e.g., an addition).
Diamond		Denotes a decision (or branch) to be made. The program should continue along one of two routes (e.g., IF/THEN/ELSE).

Area of the circle

Name of the algorithm:
Compute the area of a circle

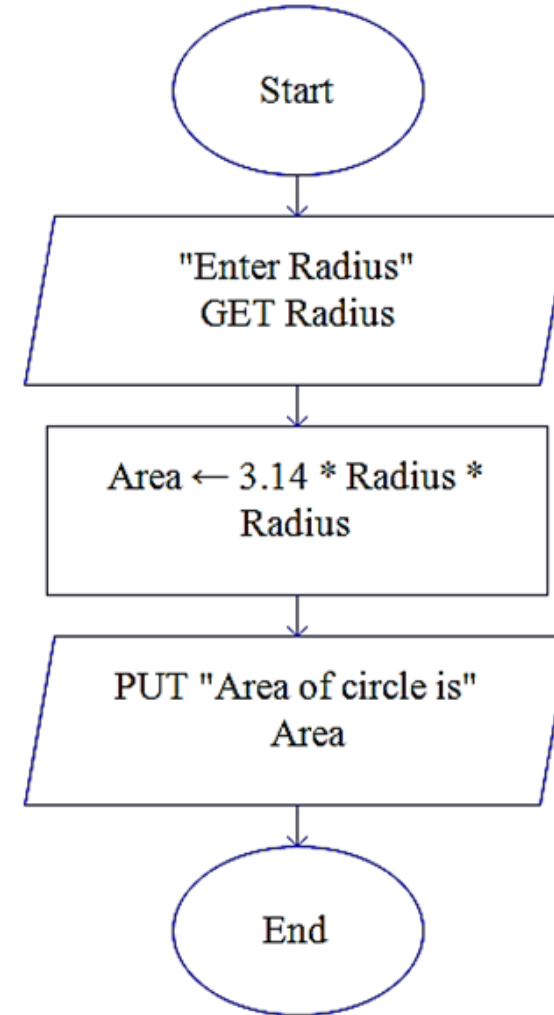
Step1: Input radius

Step 2: [Compute the area]
 $\text{Area} \leftarrow 3.1416 * \text{radius} * \text{radius}$

Step 3: [Print the Area]
Print 'Area of a circle =', Area

Step 4: [End of algorithm]
Stop

Flowchart



Comparing two numbers

Flowchart

Name of the algorithm: Comparing 2 numbers

Step 1: Start

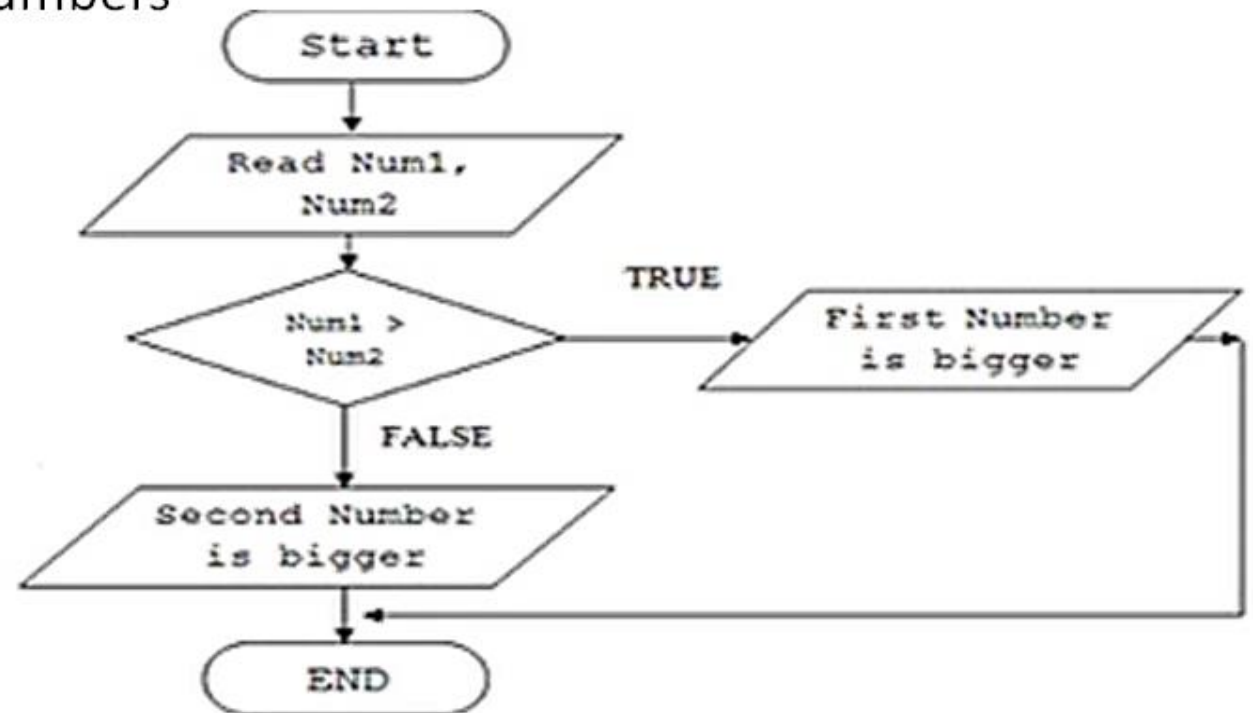
Step 2: Input num1, num2

Step 3: if num1 > num2 then
 Print num1 is bigger

else

 Print num2 is bigger

Step 4: end



Swapping two numbers

Name of the algorithm: Swapping 2 numbers

Step1: Input two numbers

Step 2: [swapping]

temp=a

a=b

b=temp

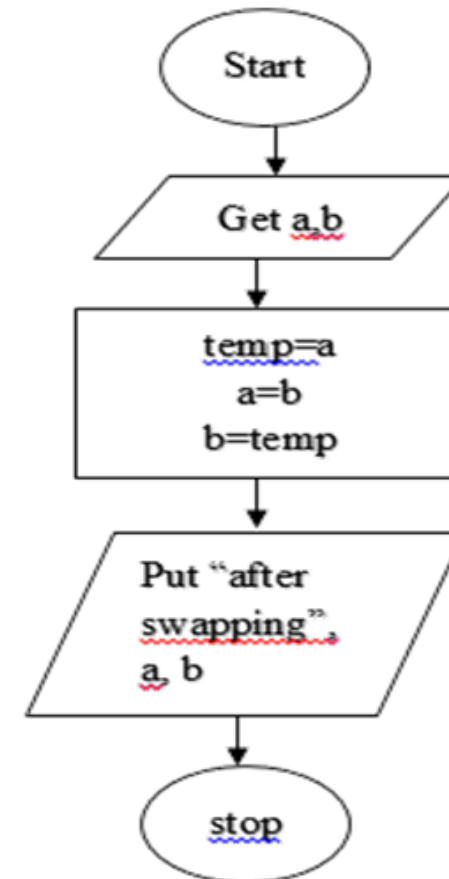
Step 3: [Print]

Print 'after swapping=', a, b

Step 4: [End of algorithm]

Stop

Flowchart

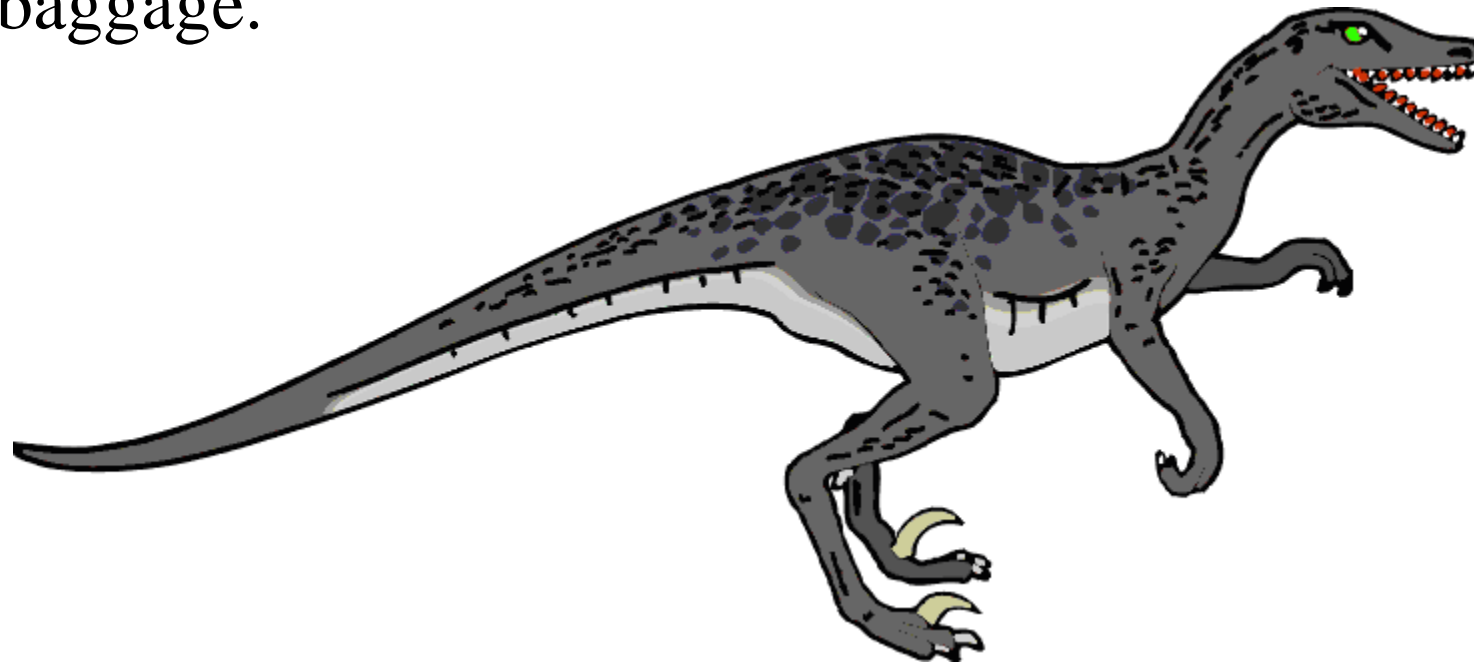




Go to posts/chat box for the link to the question
submit your solution in next 2 minutes
The session will resume in 3 minutes

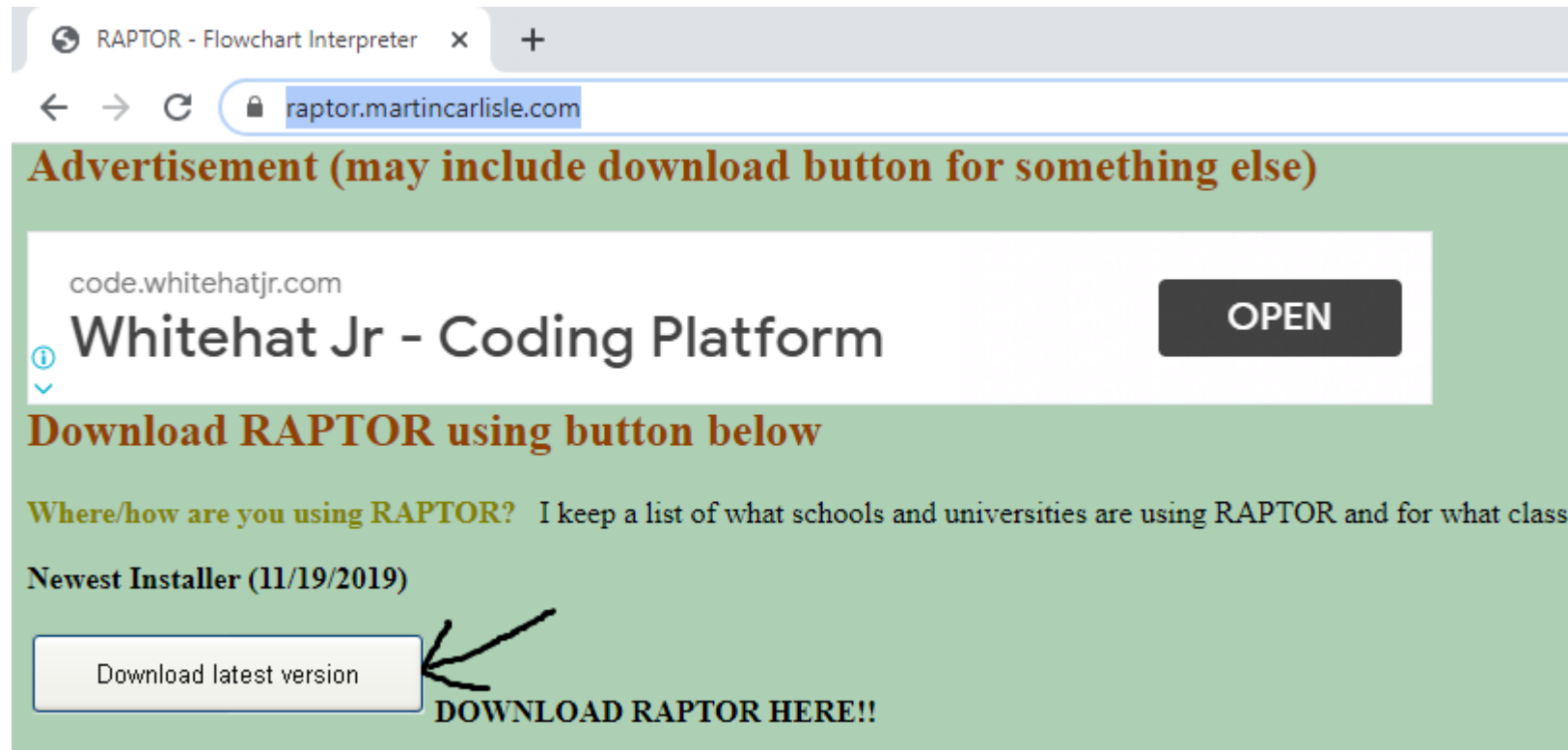
RAPTOR – Rapid Algorithmic Programming Tool for Ordered Reasoning. Flowchart Interpreter!!!

- RAPTOR is a flowchart-based programming environment, designed specifically to help students visualize their algorithms and avoid syntactic baggage.

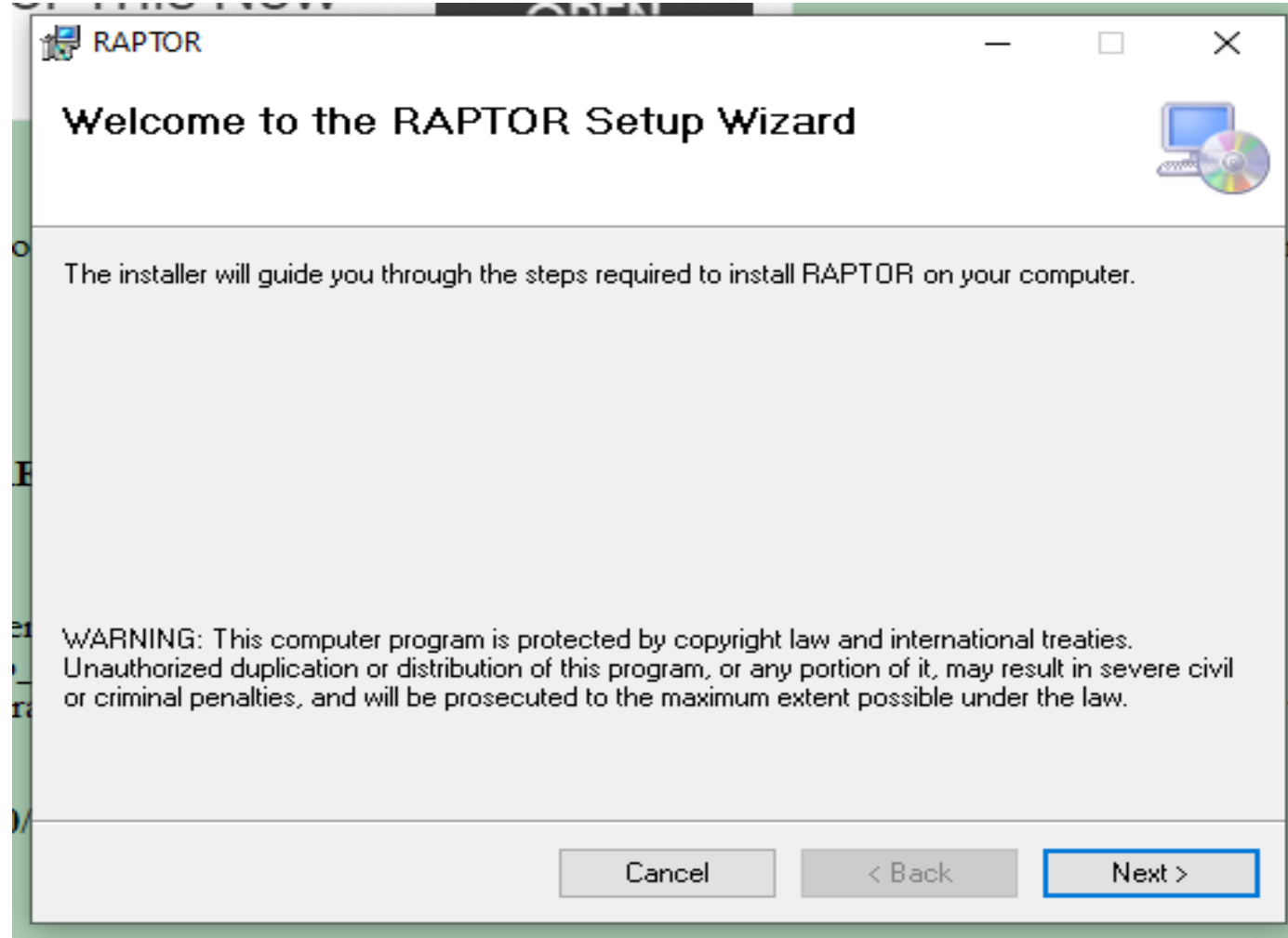


URL and setup - RAPTOR

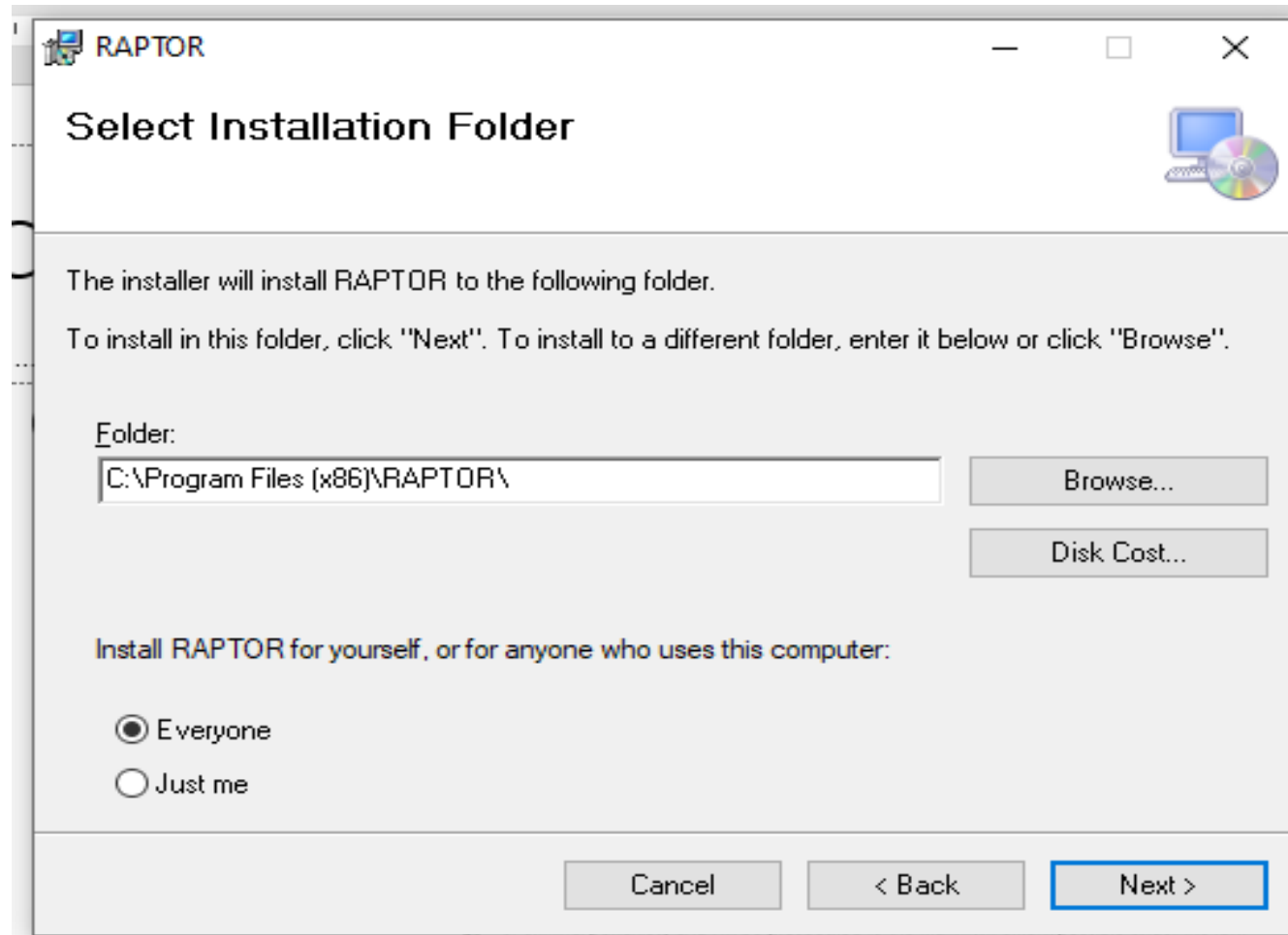
- <https://raptor.martincarlisle.com/>



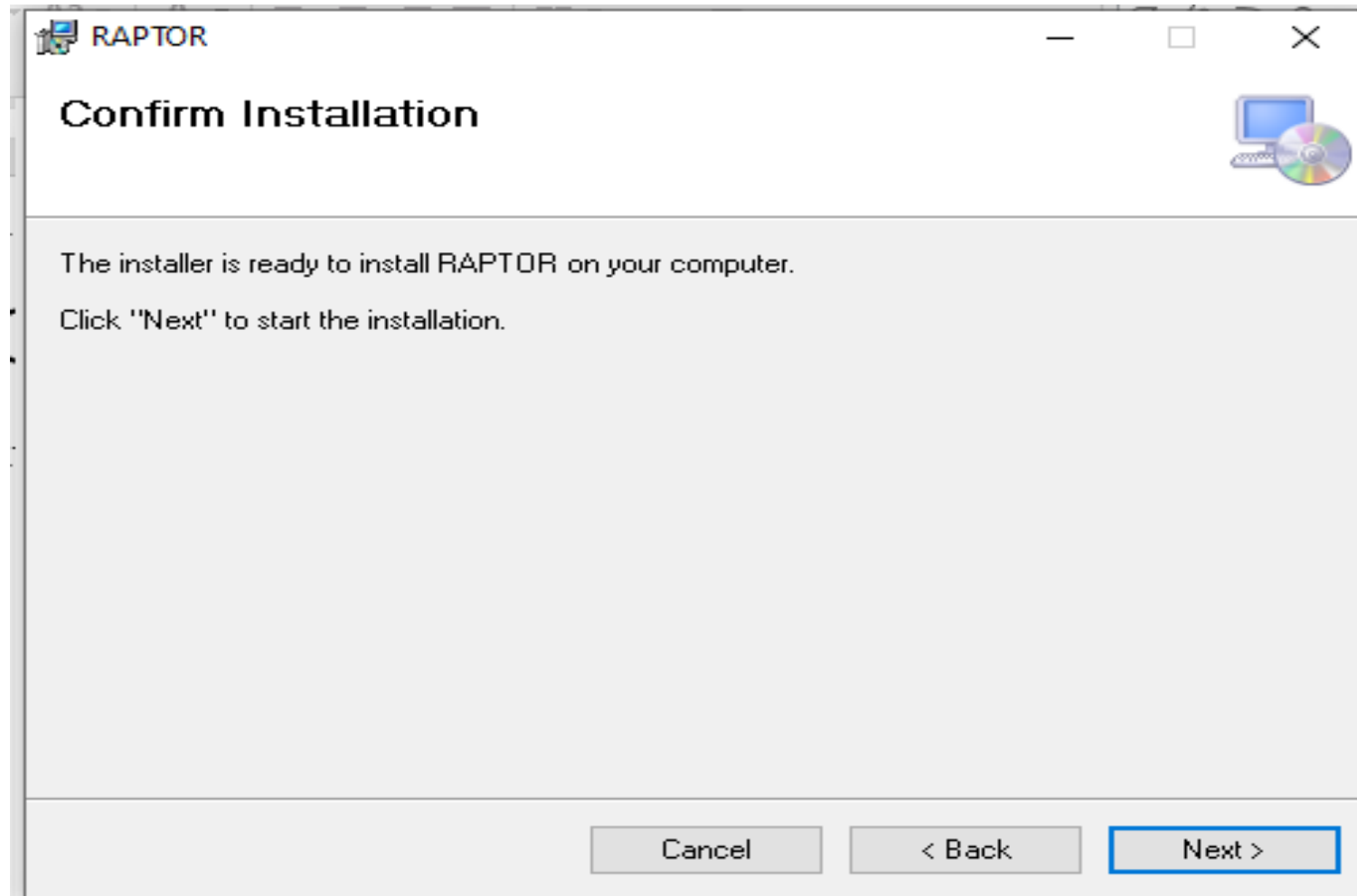
Installation process!!!



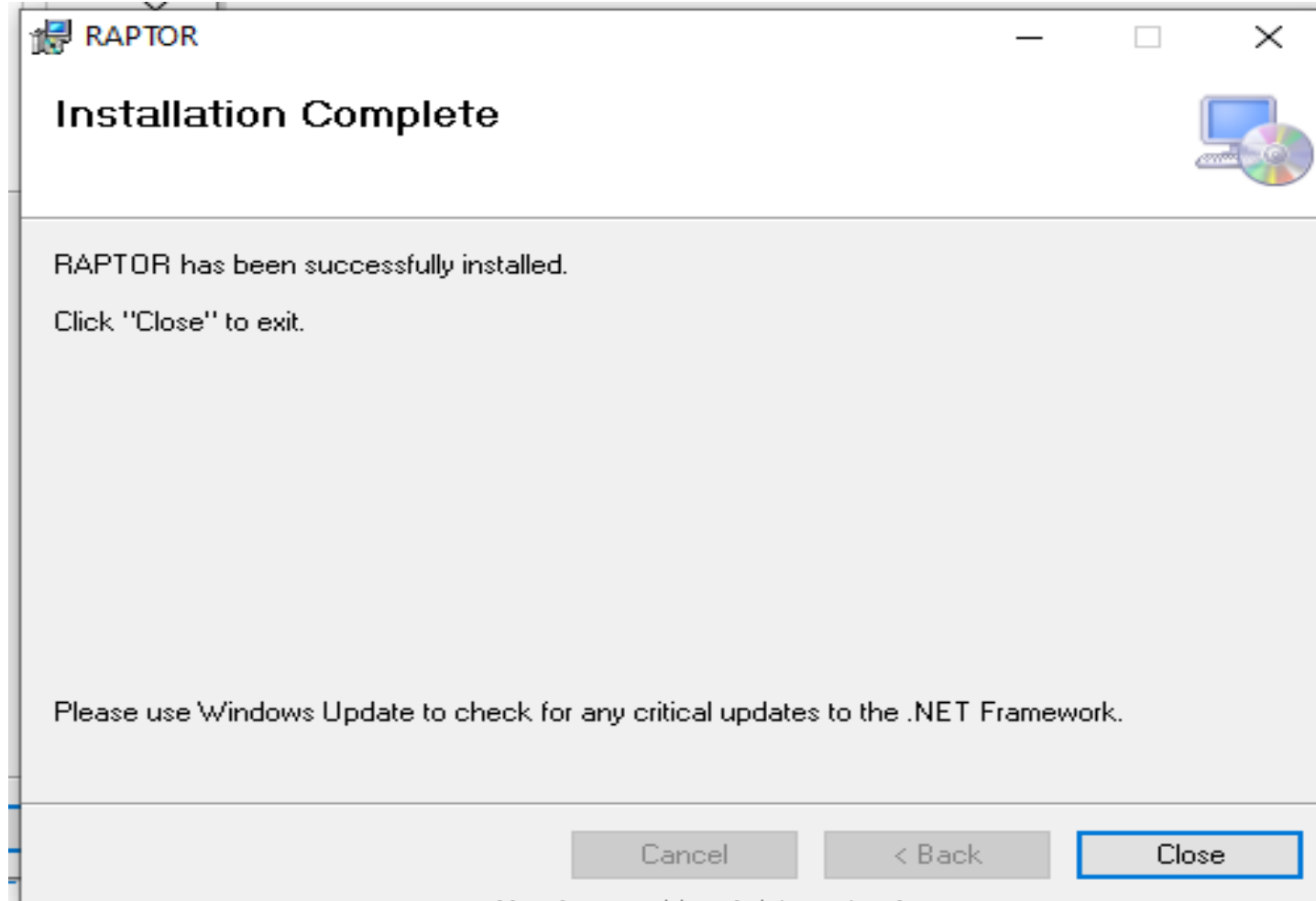
Installation process!!!



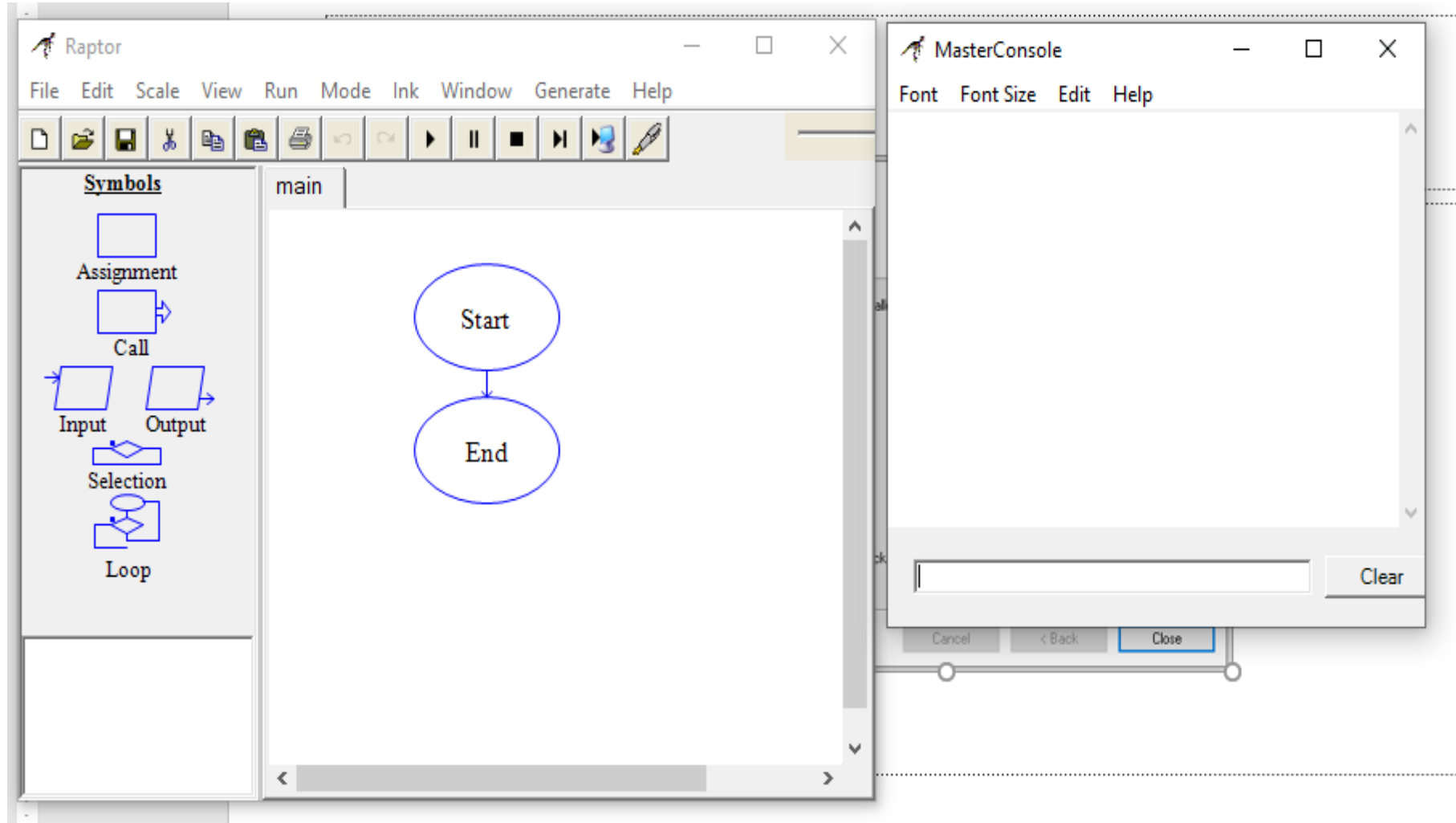
Installation process!!!



Installation complete!!



When u click on Raptor application!!!



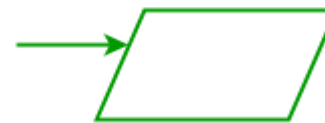
Raptor controls!!!



Assignment



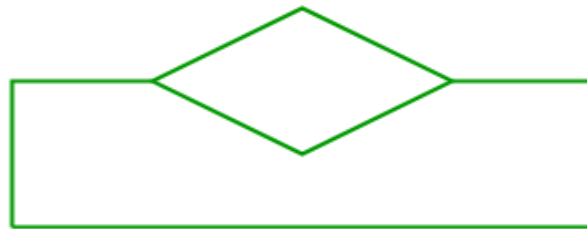
Call



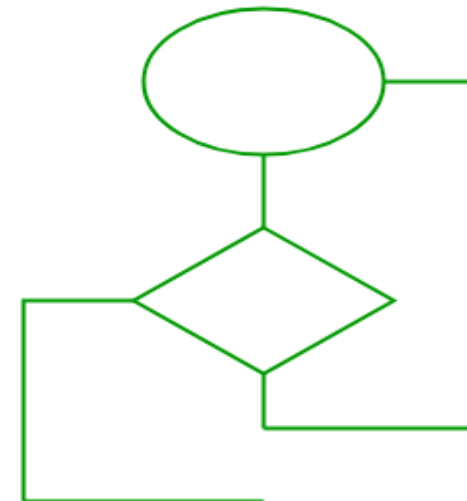
Input



Output

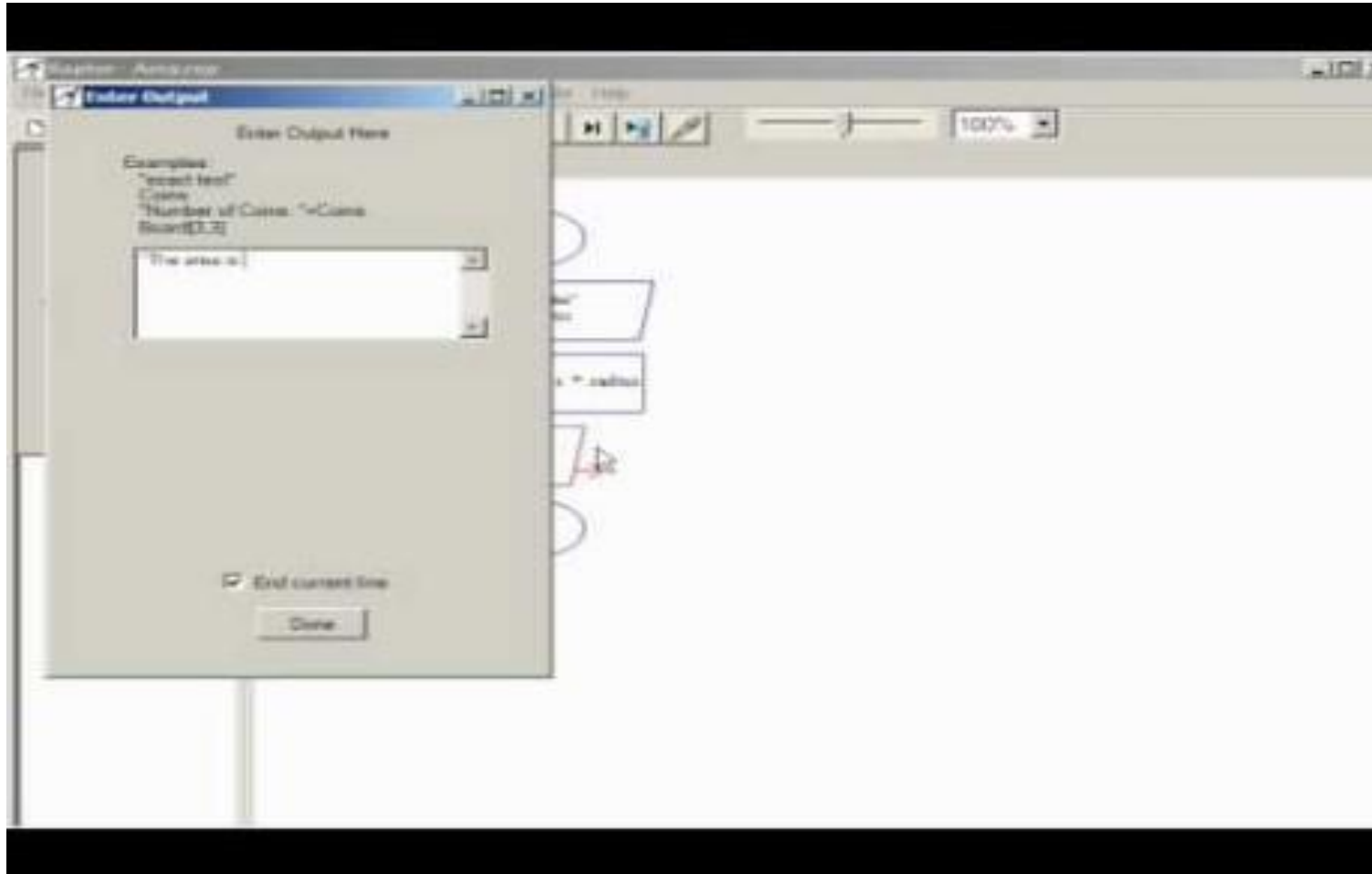


Selection



Loop

Video tutorial for RAPTOR!!!



<https://www.youtube.com/watch?v=ZcAALK3movs>



Session 2 Summary

- ✓ Introduction to algorithms
- ✓ Algorithms for simple problems
- ✓ Introduction to flowcharts
- ✓ Installation of RAPTOR tool