FLOWCHART

This flowchart uses four swim lanes and various connectors to condense the flowchart and to make it much more efficient and easier to read. The first swim lane (on the left hand side) deals with the running of the program. This is where all the initial steps of the flowchart such as declaring variables and asking the user to enter in a letter will take place. There are also several connecters in this lane which link to and from other lanes in the flowchart. In this lane the flowchart also has an end terminal placed in it. The second lane deals with the user interaction in the flowchart. This lane will tell the user what is happening in the program such as how many lives are left, whether or not the letter they guessed is in the word and whether or not the game is over. There are connectors in this lane which join back to various different parts of the first lane in order to keep the program running unless the user wishes to end it. The third lane deals with error checking in the program. It makes sure that the user enters a character into the program and user connectors to line to and from this lane. The final lane deals with the data base in which a word is randomly chosen from. Each word is given a number in the data base and a random number is generated at the start of the program and the corresponding word is selected from the data base. The data base lists all the words that are to be used in the program so that no random words will have to be input by the user. The flowchart flows from top to bottom in a very clear and concise manor and various connectors are distinguishable from their names inside of them.