

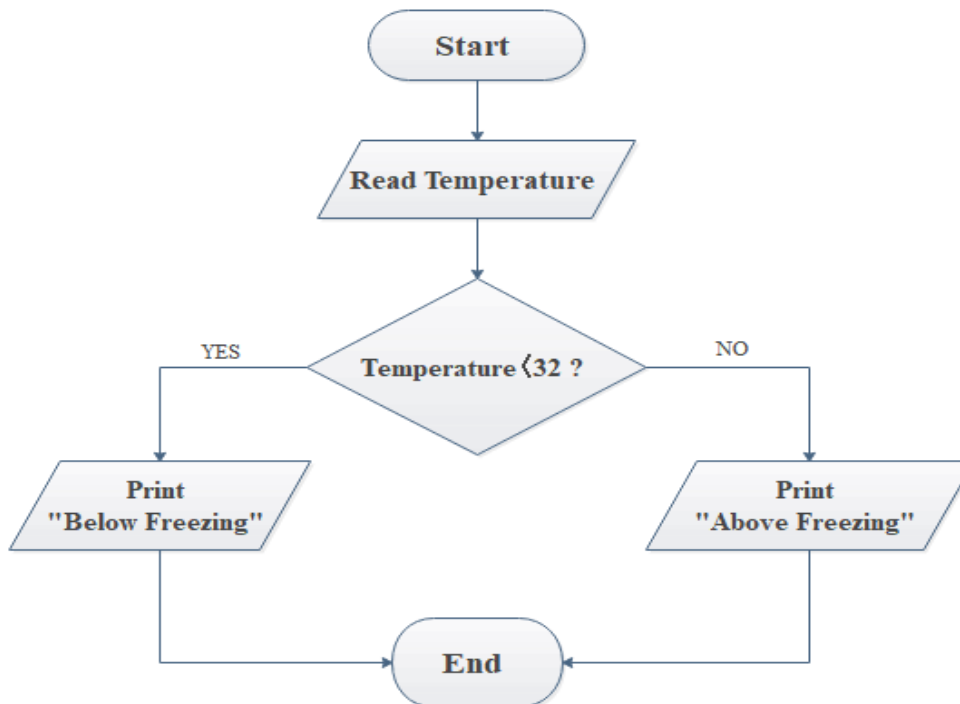
FLOWCHART

Flowcharts are used in designing and documenting simple processes or programs. Like other types of diagrams, they help visualize what is going on and thereby help understand a process, and perhaps also find less-obvious features within the process, like flaws and bottlenecks. There are different types of flowcharts: each type has its own set of boxes and notations. The two most common types of boxes in a flowchart are:

- a processing step, usually called activity, and denoted as a rectangular box.
- a decision, usually denoted as a diamond.

A flowchart is described as "cross-functional" when the chart is divided into different vertical or horizontal parts, to describe the control of different organizational units. A symbol appearing in a particular part is within the control of that organizational unit. A cross-functional flowchart allows the author to correctly locate the responsibility for performing an action or deciding, and to show the responsibility of each organizational unit for different parts of a single process.

Example:



Symbols and meaning:



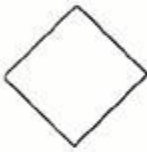
An oval indicates beginning or end of a program.



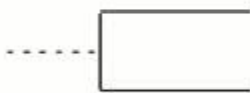
A parallelogram is a point where there is input to or output from the program.



A rectangle indicates the assignment of a value to a variable, constant, or parameter. the assigned value can be the result of a computation. The computation would also be included in the rectangle.



A diamond indicates a point where a decision is made.



An open-ended rectangle contains comment statements. The comment is connected to the program flow via a dashed line.



A hexagon indicates the beginning of a repetition.



The double-lined rectangle indicates the use of an algorithm specified outside the program, such as a subroutine.



Circles can be used to combine flow lines.



Arrows indicate the direction and order of program execution.

Reference:

(<https://en.wikipedia.org/wiki/Flowchart>)

(http://www.owl.net.rice.edu/~ceng303/manuals/fortran/FOR3_3.html)

Pseudocodes

Pseudocode is an informal way of programming description that does not require any strict programming language syntax or underlying technology considerations. It is used for creating an outline or a rough draft of a program. Pseudocode summarizes a program's flow, but excludes underlying details. And also, is a method of describing computer algorithms using a combination of natural language and programming language. It is essentially an intermittent step towards the development of the actual code. It helps summarize the flowchart into programming language and makes it easier to put in a program.

Reference:

(http://www.owl.net.rice.edu/~ceng303/manuals/fortran/FOR3_3.html)

(<https://economictimes.indiatimes.com/definition/pseudocode>)