

Flowchart

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Introduction

- A visual representation of the decisions that are needed to be taken, and the sequence of steps to be executed, in order to accomplish a task.
- Purpose: To make the logic of the program clear using a visual representation.

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Flowchart Components – Terminals

- Represented by rounded rectangles
- Indicate a start or an end point

START

STOP

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Flowchart Components – Input/Output

- Represented by parallelograms
- Indicate an input or output operation at a certain step
- Also called “Data” in some conventions

Read
Input x

Display
Output y

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Flowchart Components – Process

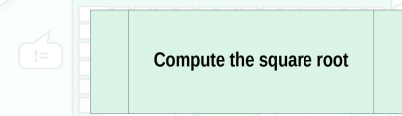
- Represented by rectangles
- Indicates any process such as
 - mathematical computation
 - variable assignment



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Flowchart Components – Modules

- A complex step in the main flowchart can be provided in a separate flowchart
- That separate flowchart can be included as a module in the main flowchart.
- Sometimes called a “predefined process”



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Flowchart Components – Decision Making

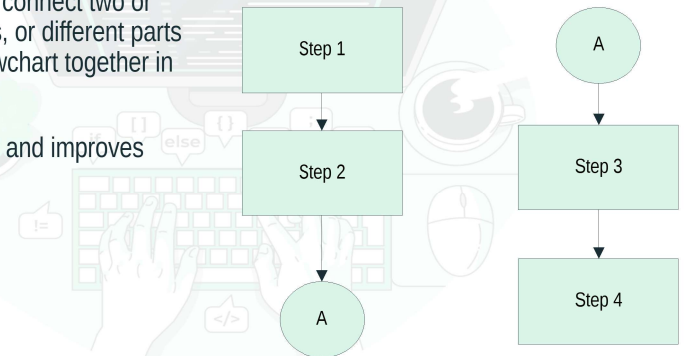
- Represented by a diamond.
- A decision is made at this point, and the flow takes one of the multiple routes specified by the decision node.



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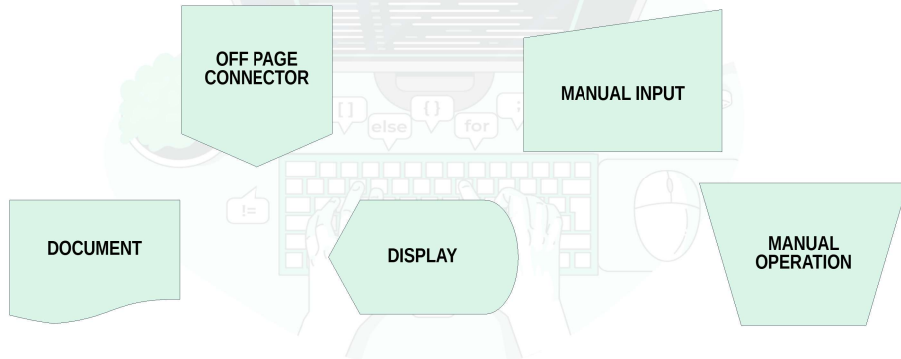
Flowchart Components – Connector

- Can be used to connect two or more flowcharts, or different parts of the same flowchart together in an elegant way.
- Reduces clutter and improves readability.



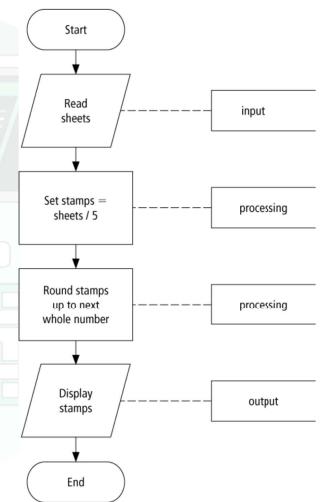
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Flowchart Components – Others



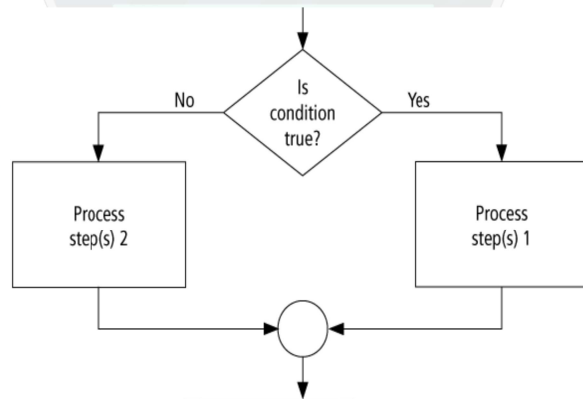
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Sequence Flow Chart



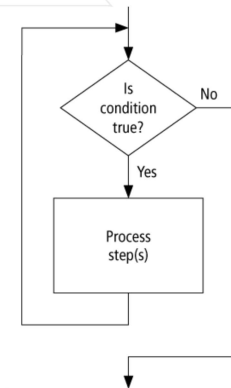
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Selection Flow Chart



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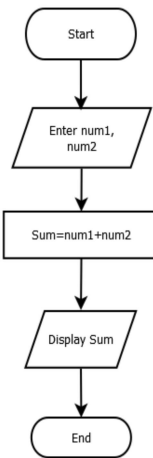
Looping Flowchart



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Flowchart Example 1

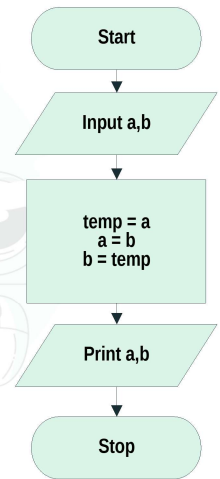
- Addition of two numbers
- Step 1: Start
- Step 2: Read values num1 and num2
- Step 3: Add num1 and num2 and assign the result to sum.
 - $\text{sum} \leftarrow \text{num1} + \text{num2}$
- Step 4: Display sum
- Step 5: Stop



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Flowchart Example 2

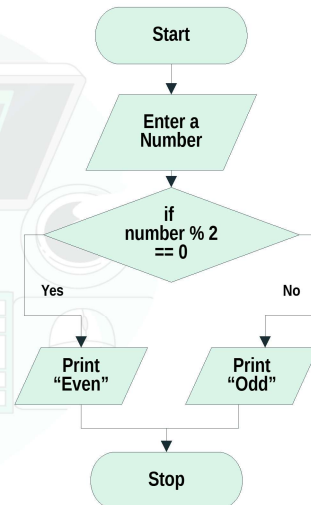
- Swapping two numbers.
- Step 1: Start
- Step 2: Read two values a and b
- Step 3: $\text{temp} = \text{a}$; $\text{a} = \text{b}$; $\text{b} = \text{temp}$
- Step 4: Display a and b
- Step 5: Stop



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Flowchart Example 3

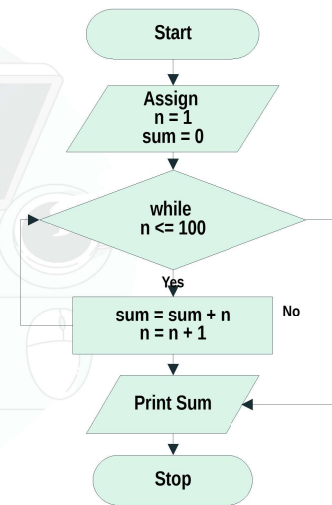
- Print odd or even.
- Step 1: Start
- Step 2: Read a number
- Step 3: if $\text{number} \% 2 == 0$: Print "Even"
- Step 4: else: Print "Odd"
- Step 5: Stop



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Flowchart Example 4

- Sum from 1 to 100
- Step 1: Start
- Step 2: Initialize $n=1$, $\text{sum}=0$
- Step 3: For each value of $n \leq 100$
 - $\text{sum} = \text{sum} + n$
 - $n = n + 1$
- Step 4: Print sum
- Step 5: Stop



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Try these flowcharts yourself ...

- Calculate area of triangle and square
- Find the greatest of two numbers
- Find if a person is eligible to vote
- Convert Celsius to Fahrenheit
- Check if a number is Positive or Negative
- Sum the even numbers from 1 to 100
- Display the even numbers from 1 to 100