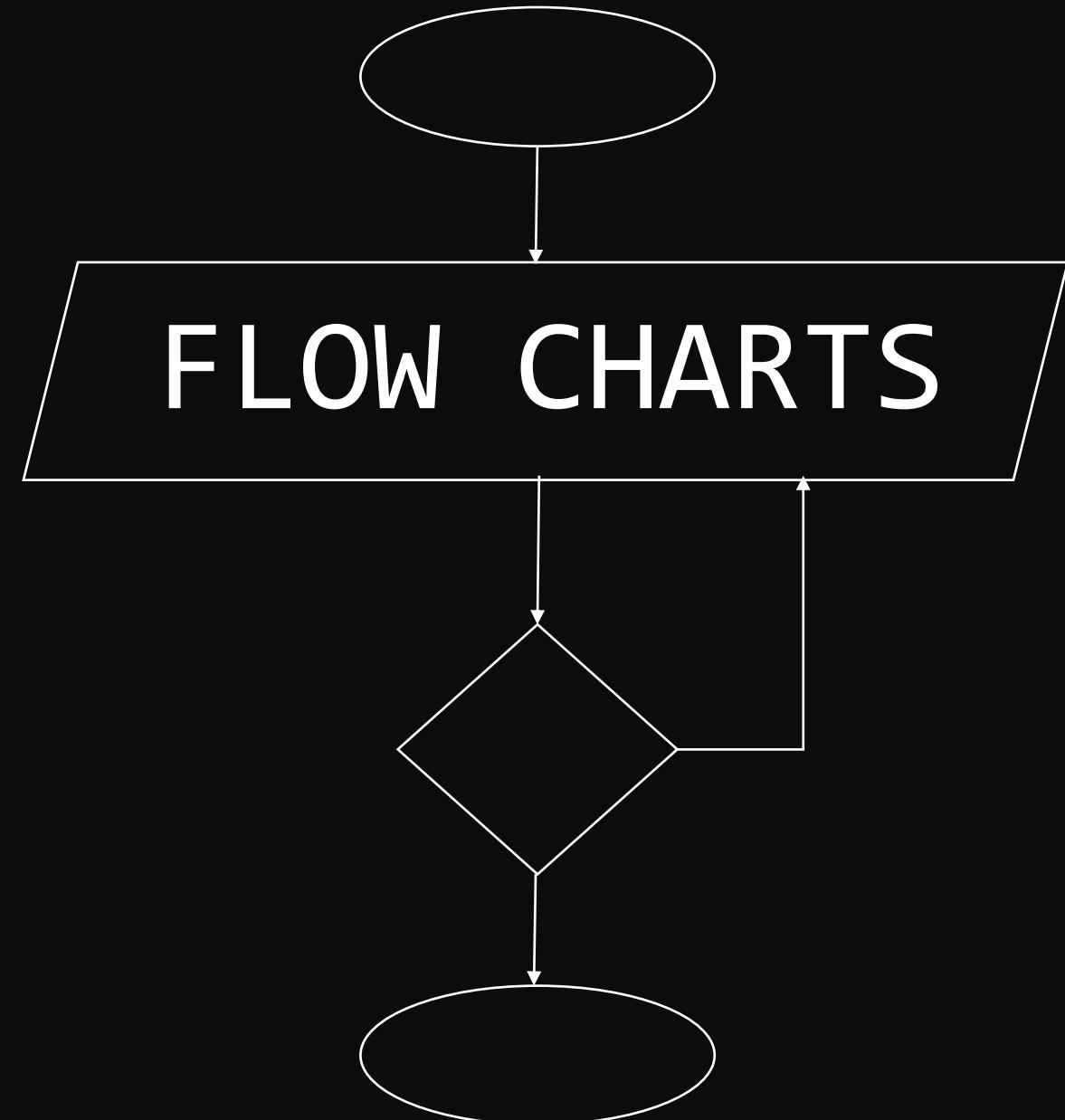


FLOW CHARTS



INTRODUCTION OF FLOW CHARTS

Flow chart is a diagram that is used in designing and documenting a process, system or computer algorithm

1

2

3

4

Flowcharts are used in analyzing, designing, documenting or managing a process or program in various fields such as computing, education, sales, manufacturing and engineering.

Flowcharts use rectangles, ovals, diamonds and potentially numerous other shapes to define the type of step, along with connecting arrows to define flow and sequence.

This diagrammatic representation illustrates a solution model to a given problem.

BENEFITS OF FLOW CHARTS



It helps to clarify complex processes.

It helps team members to gain a shared understanding of the process and use this knowledge to collect data, identify problems, focus discussions, and identify resources.

It serves as a basis for designing new processes.

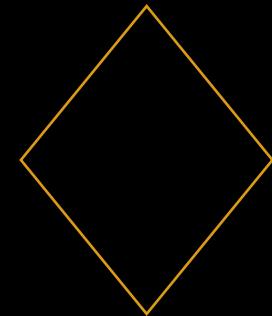
BASIC SYMBOLS OF FLOWCHARTS

SYMBOLS	NAME	DESCRIPTION
	Start/End	An Oval represents a start or end point
	Arrows	A line is a connector that shows relationships between the representative shapes.
	Input/output	A parallelogram represents input or output.



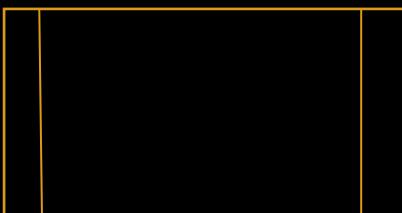
PROCESS

A rectangle
represents a process.



DECISION

A diamond indicates a
decision



SUB PROCESS

Indicates a sub process.

Example 01

Draw a simple flowchart to represent how you make the decision of taking an umbrella when you go out.

Steps:

1. Start

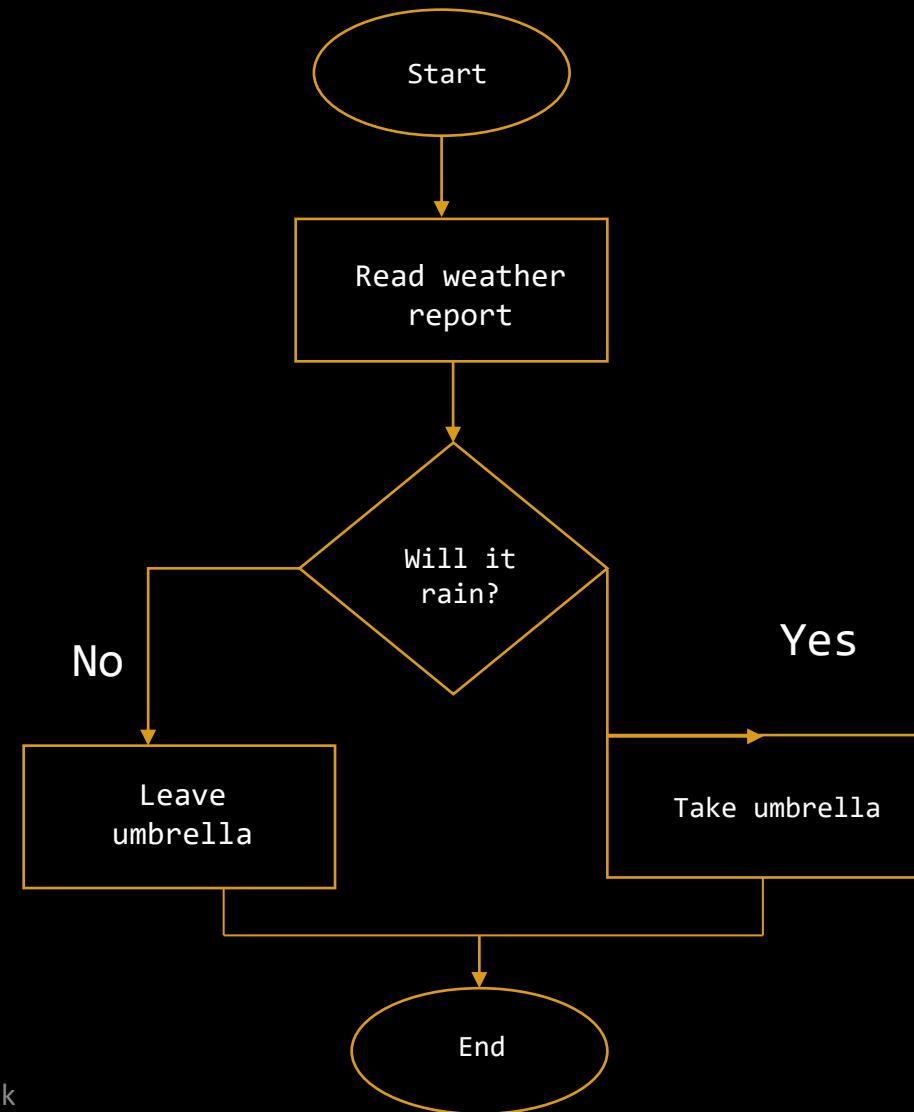
1. Read weather report

1. Will it rain?

4.1. If Yes - Take umbrella

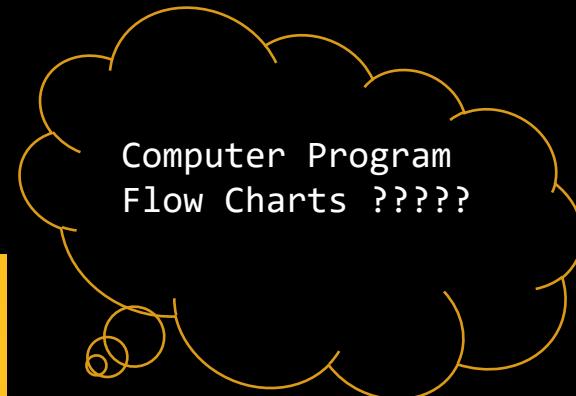
4.2. If No - Leave umbrella

5. End

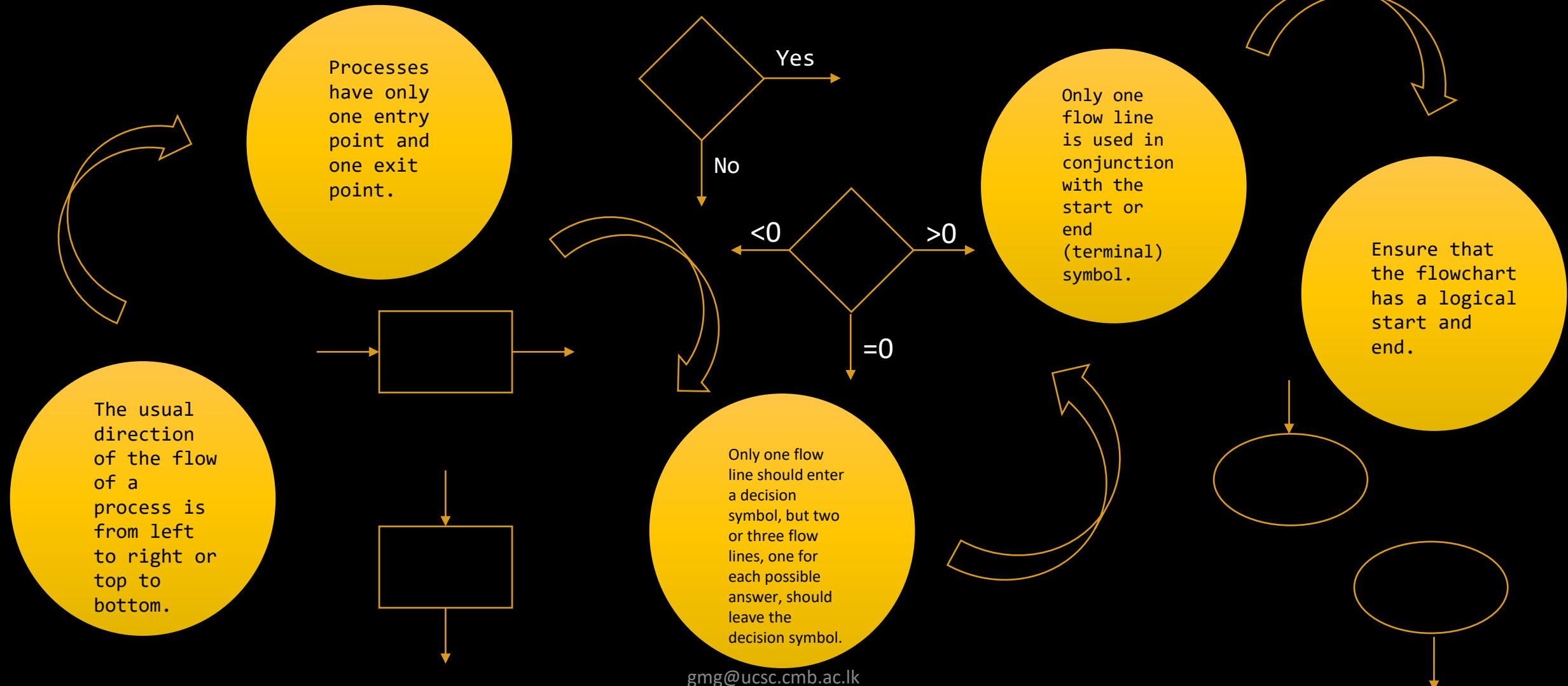


Computer Program Flow Charts

- Computer program flowcharts are used to show the logic of a computer program
- Sometimes it is used to show an algorithm without writing the code.
- Sometimes they are used for training purposes for beginner programmers who don't know programming codes but can understand graphical symbols in flowcharts.



Basic Rules to follow in constructing a flow chart



LOOP

In computer programming, a loop is a sequence of instructions that is continually repeated until a certain condition is reached.

Loop Structure 1:

This structure depicts a situation where the process precedes the decision. This means that the loop will always execute the process (sequence of processes) part at least once.



ID 01



ID 02

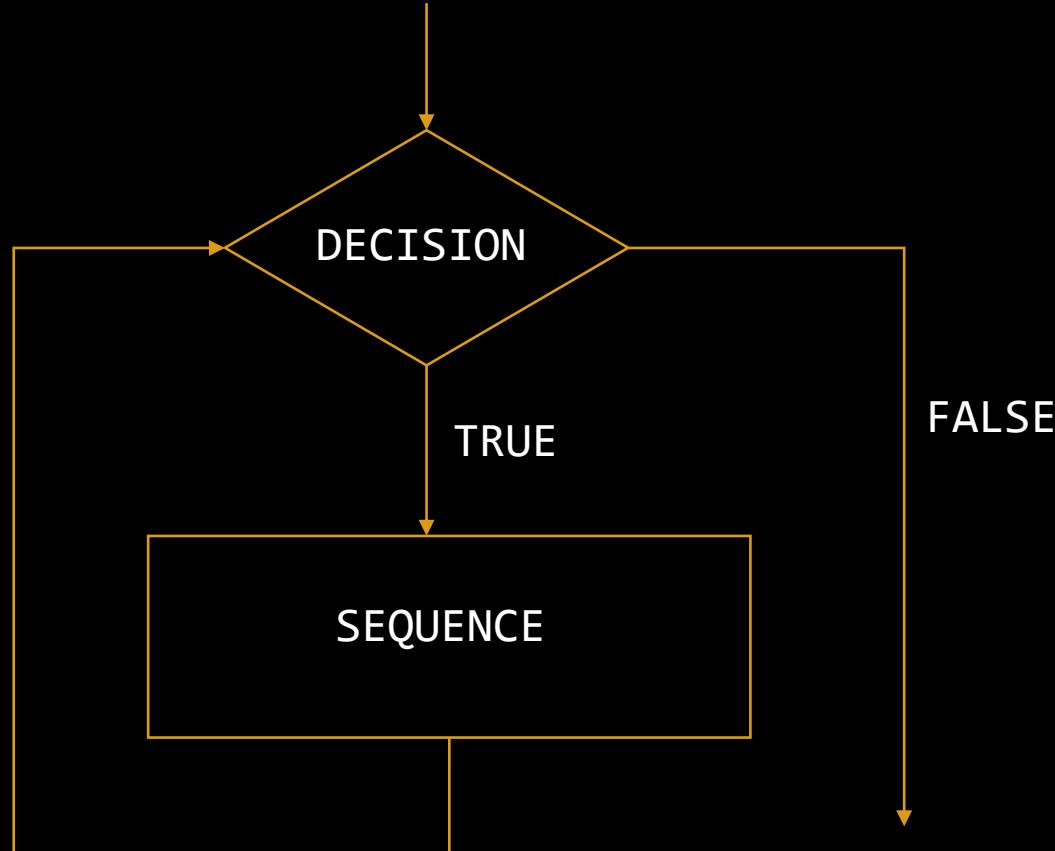


ID 03



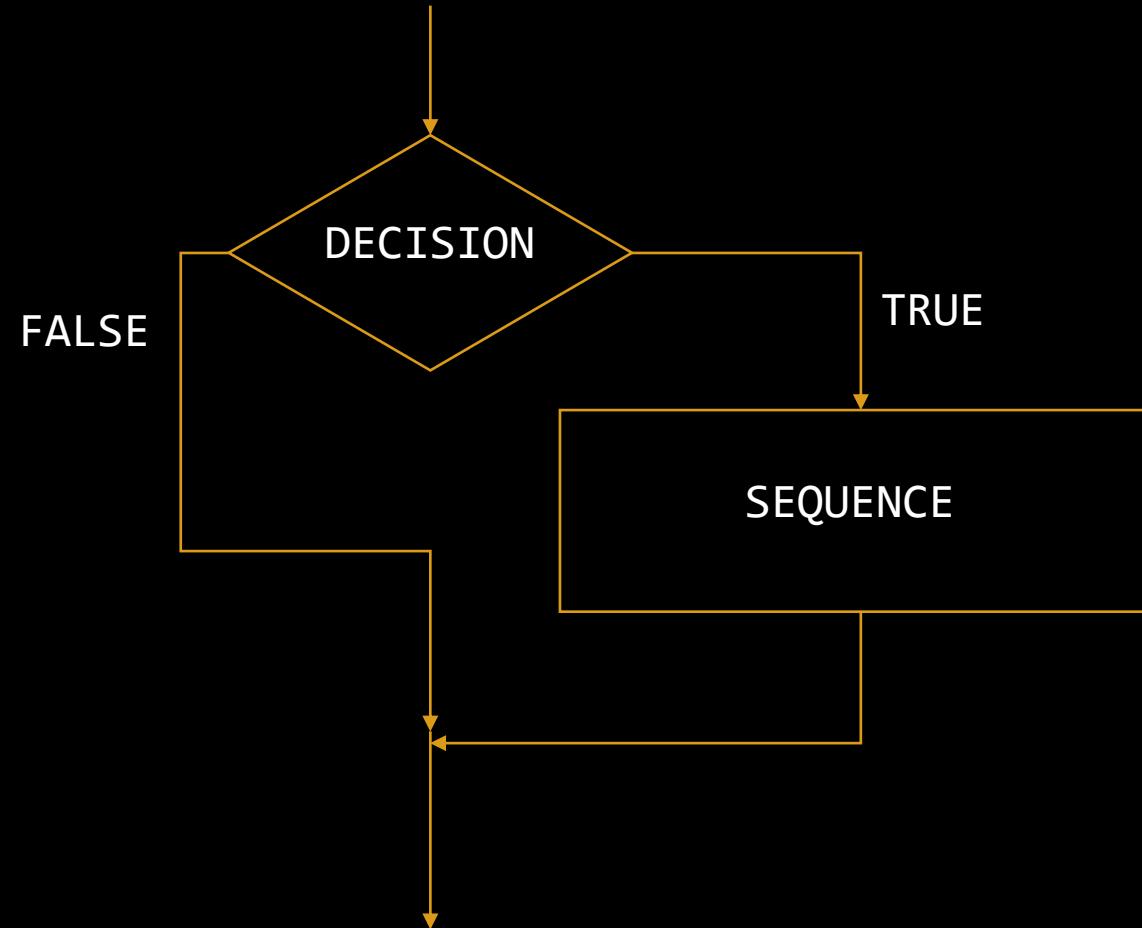
Loop Structure 2:

In this structure the decision comes first, followed by the process. This structure is usually drawn so that the loop iterates only while the condition in the decision is true.



IF...THEN

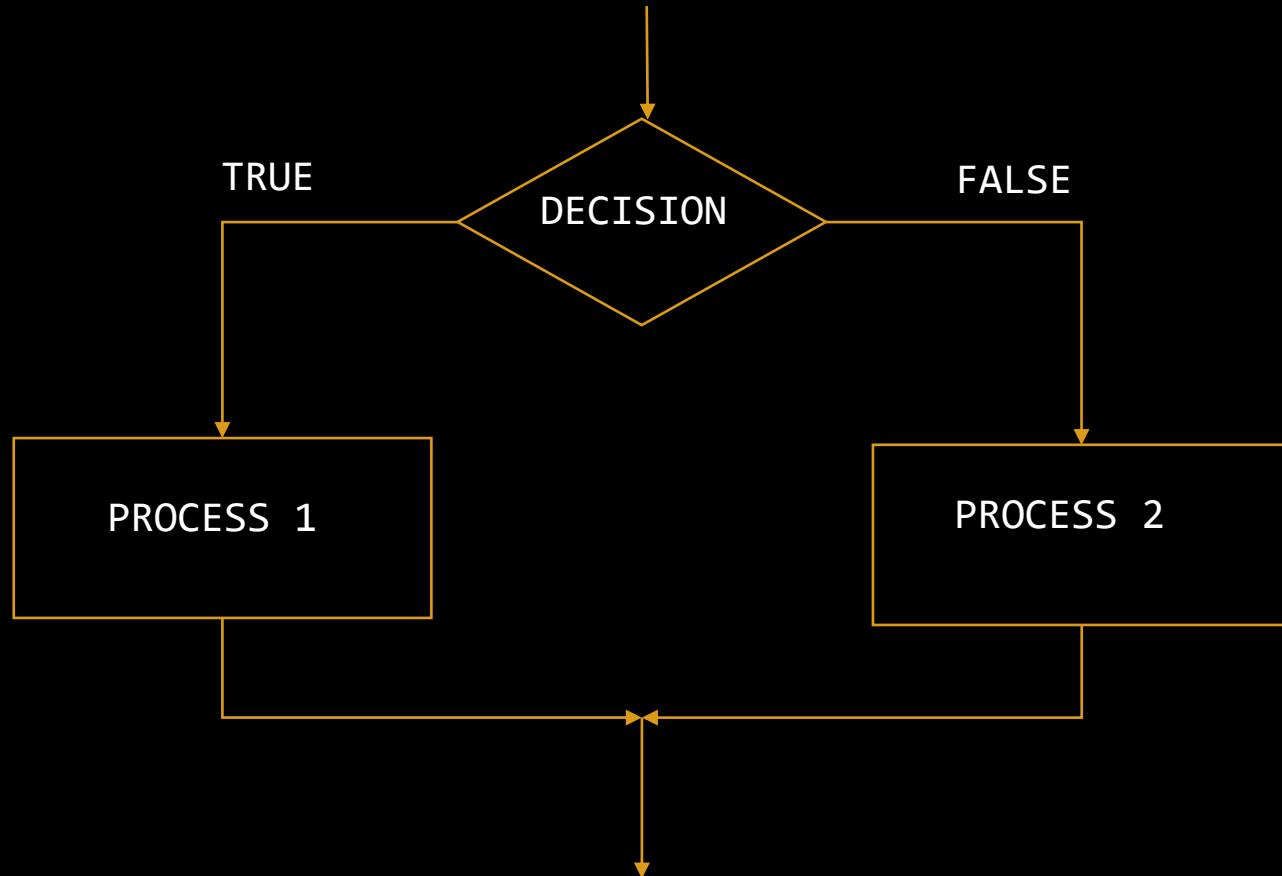
This structure indicates what process to follow if the decision condition is TRUE. No process is followed if the decision condition is FALSE.



IF...THEN ... ELSE

This structure indicates what process to follow if the decision condition is TRUE and what to follow if the decision condition is FALSE.

EXAMPLE: If the “Age” of a child is greater than 06 years, send the child to a school, else send the child to a Montessori.



Sub-Process within a Flow Chart

It provides a means of simplifying programs by making common processes available to a wide number of programs.

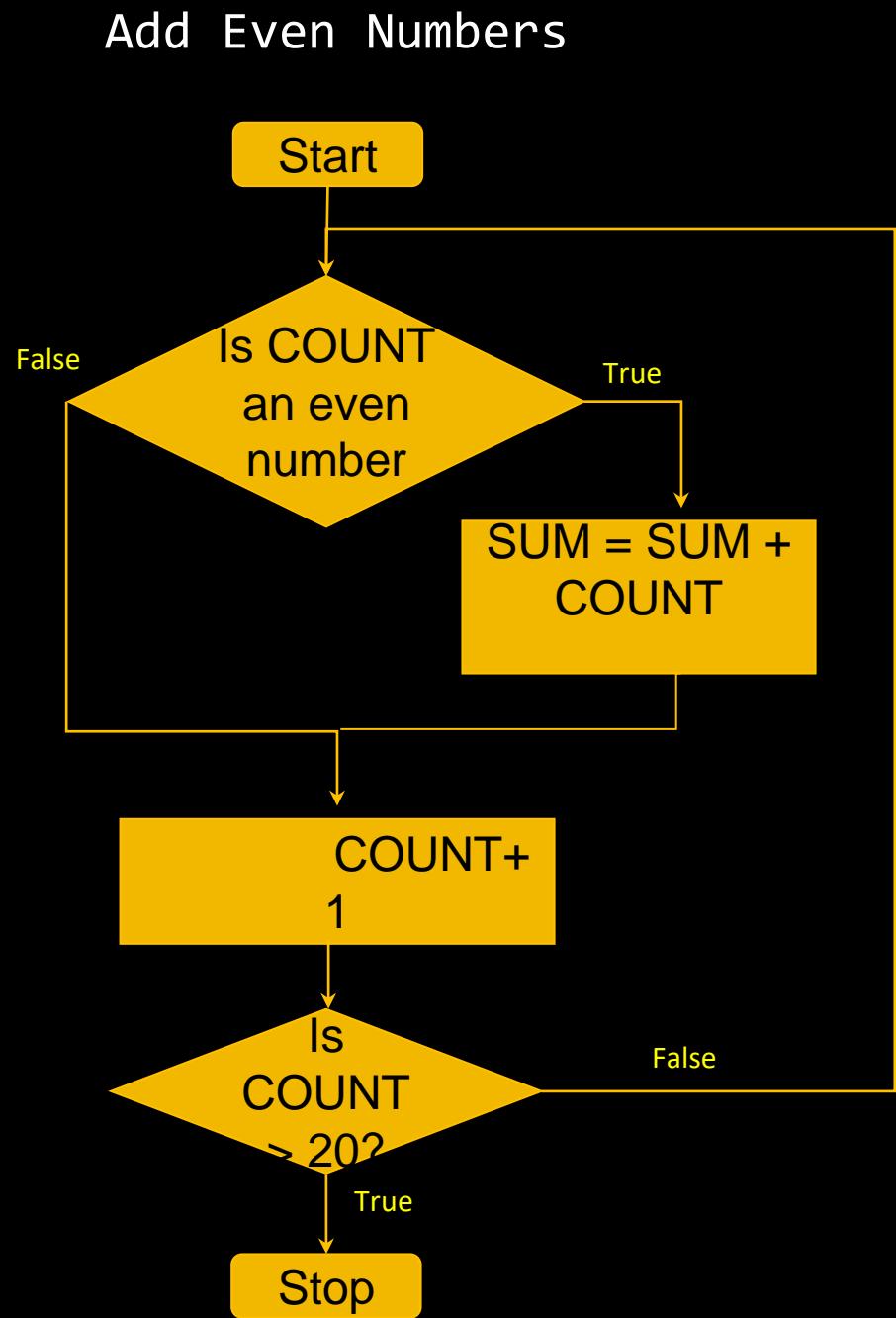
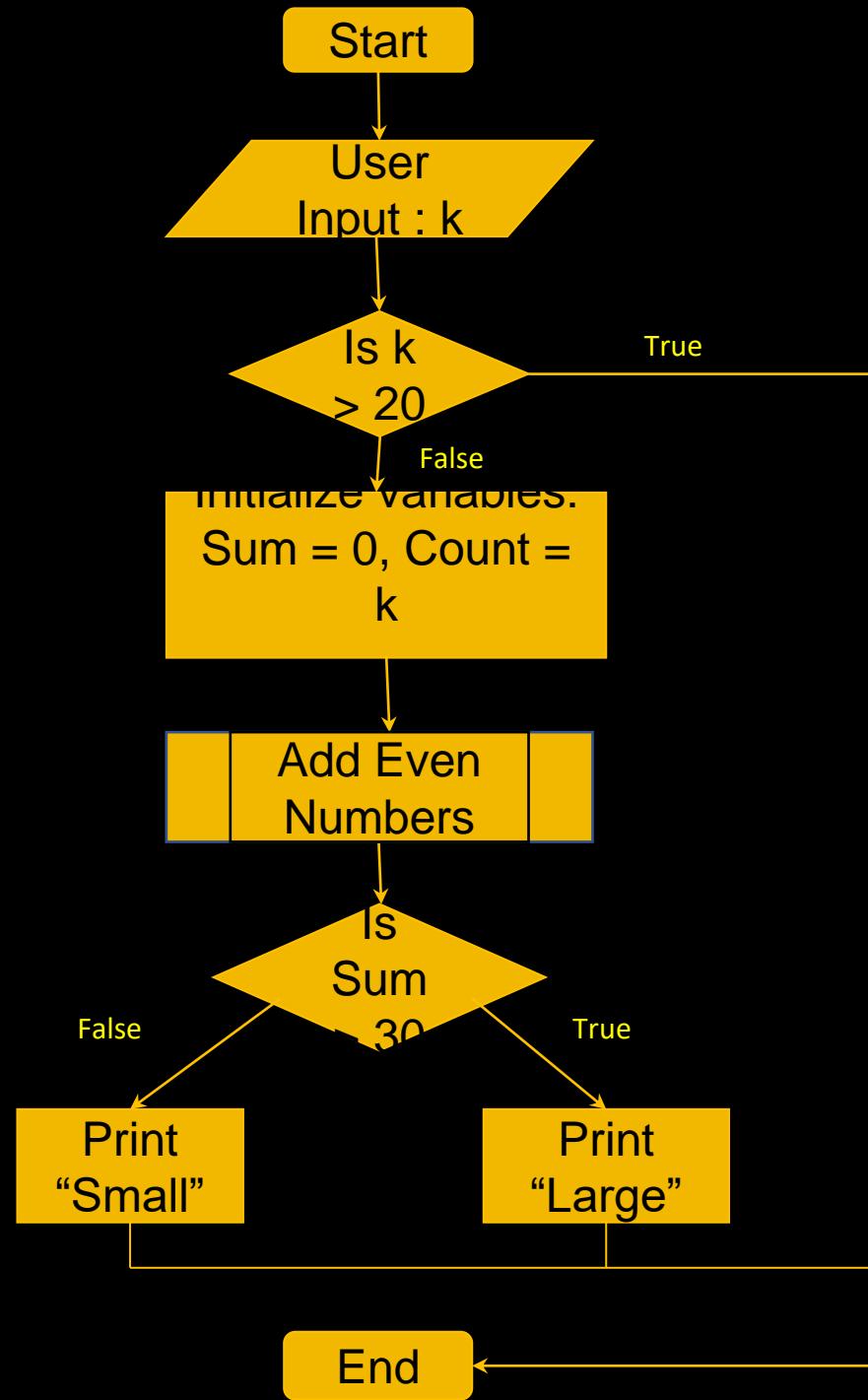
It permits the modularization of complex programs.

It makes for more reliable programs since once it is shown that a process works then it can be made a sub process and no need of being tested again.

Example 2 :

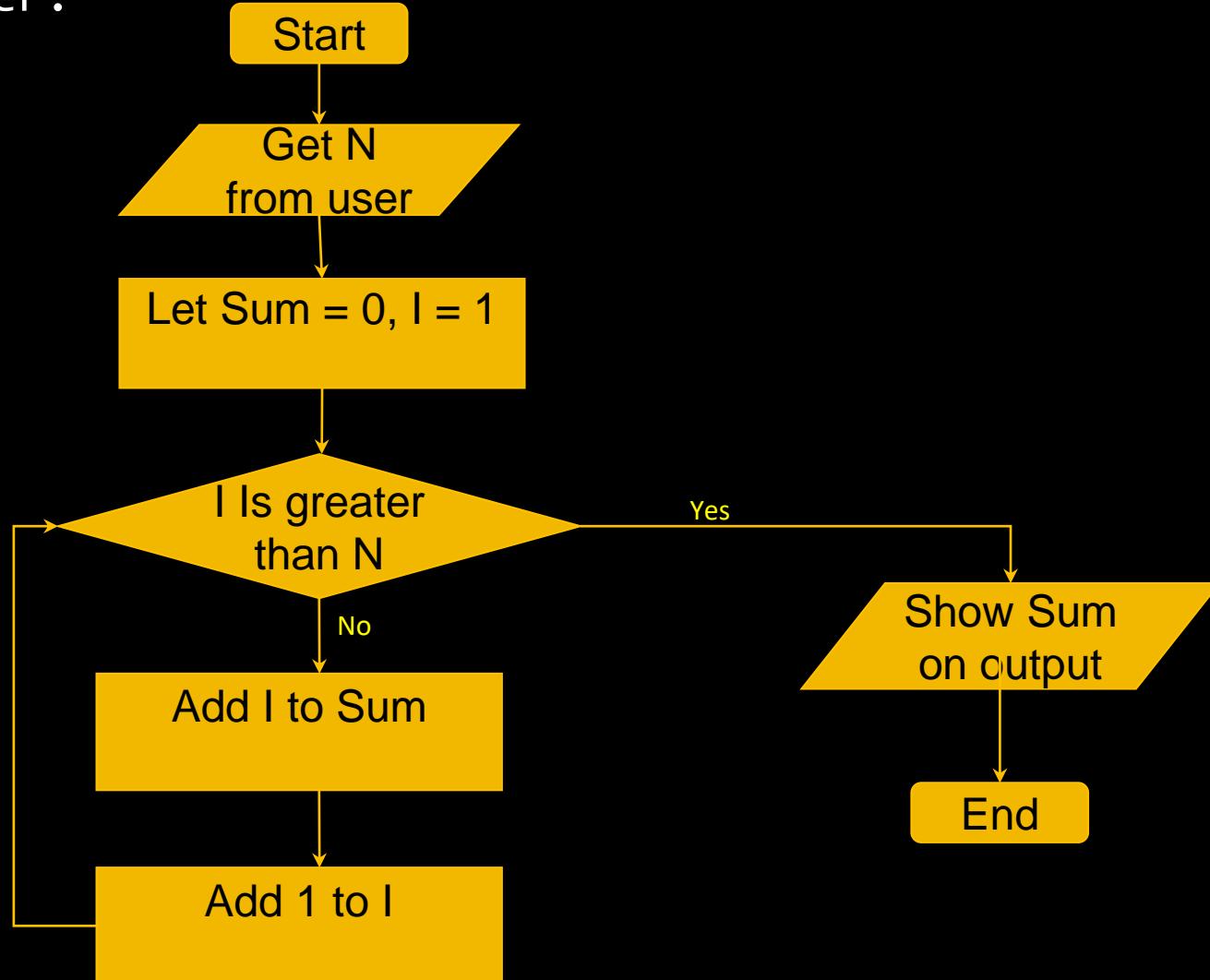
Find the sum of all even integers between a user given input k and 20 and print “Small” if the sum is smaller than or equal to 30 and print “Large” if the sum is greater than 30. If the user given input is larger than 20, the program should terminate.





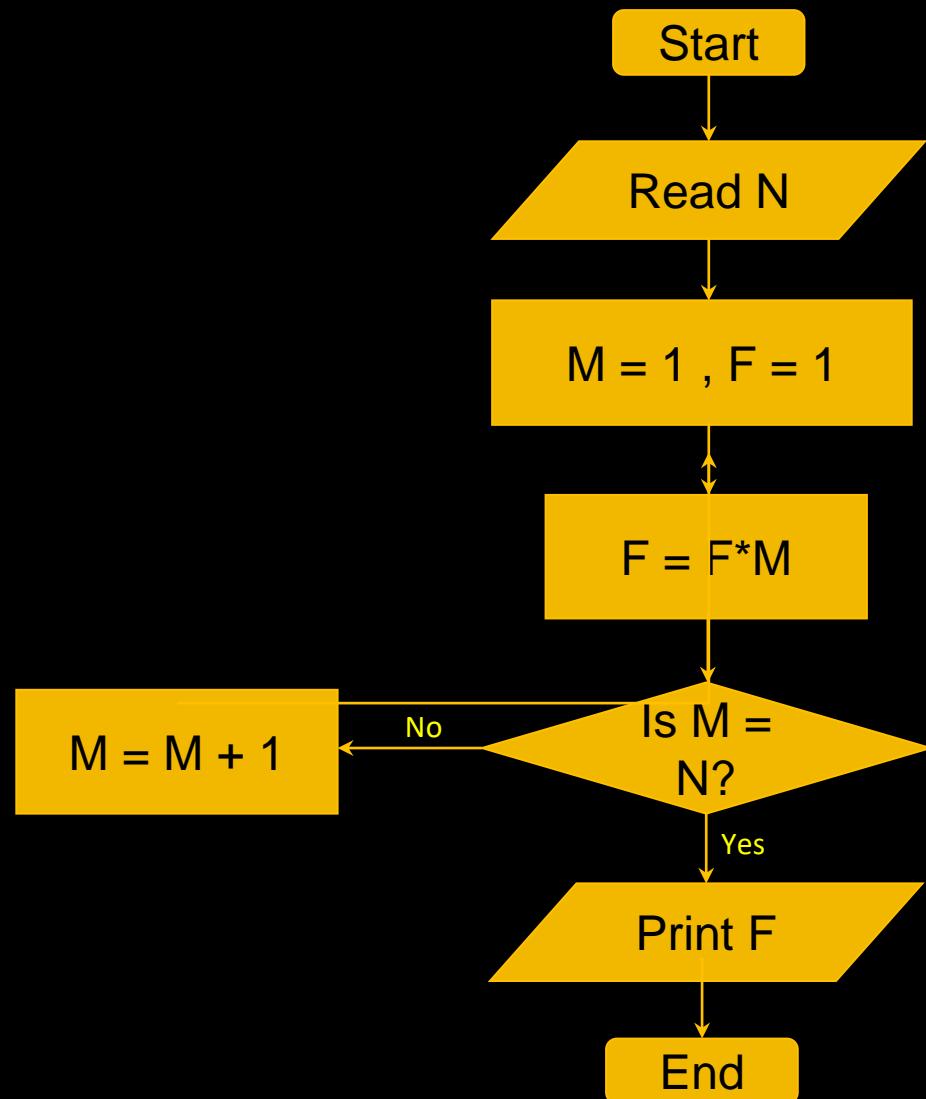
Example 3 :

Draw a flowchart to calculate the sum of numbers from 1 to N, where N is a number provided by the user.



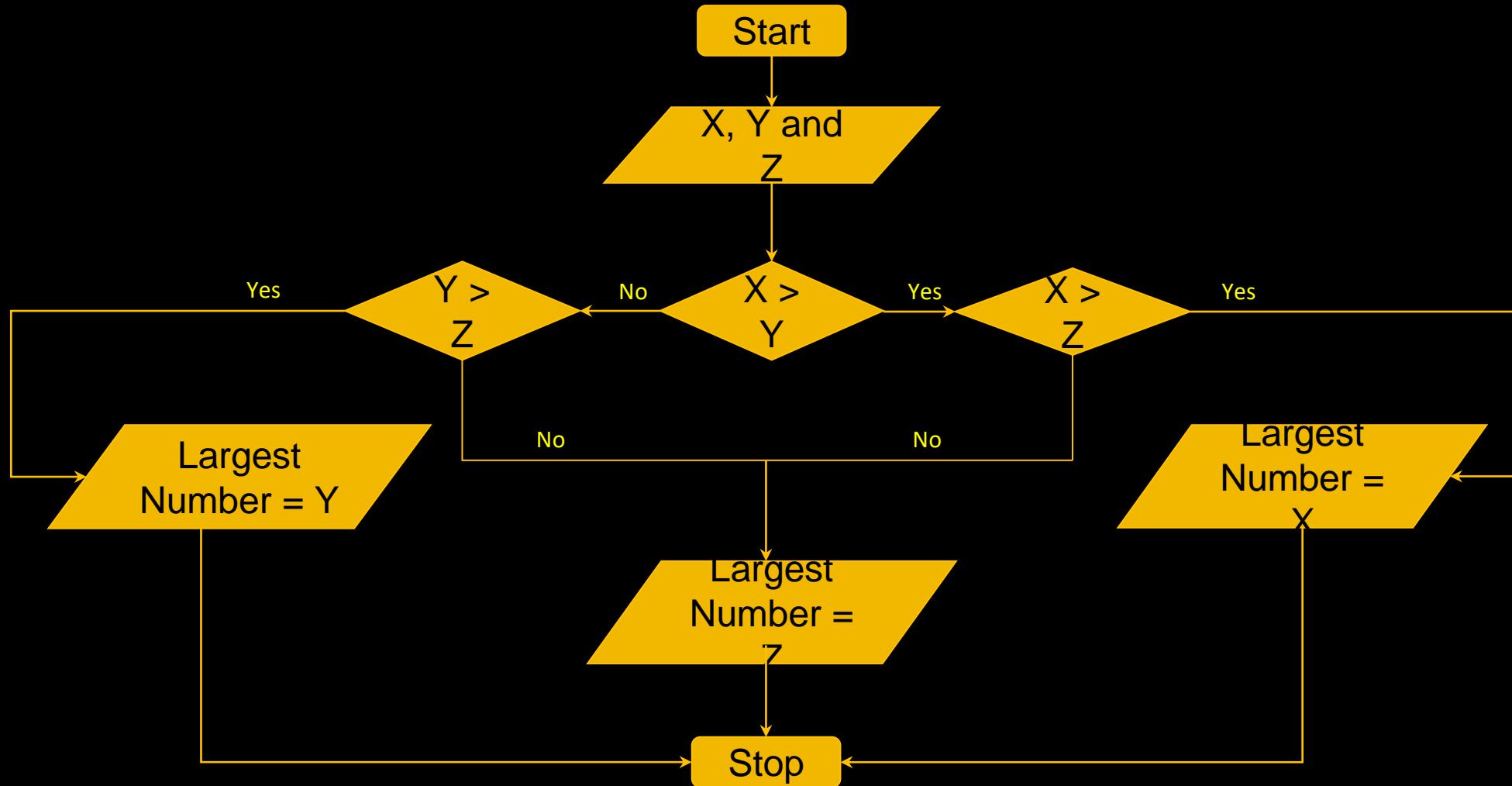
Example 4 :

Draw a flowchart for computing factorial N ($N!$): $N! = 1 \times 2 \times 3 \times \dots \times N$



Example 5 :

Draw a flowchart to find the largest of three numbers X, Y and Z.





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