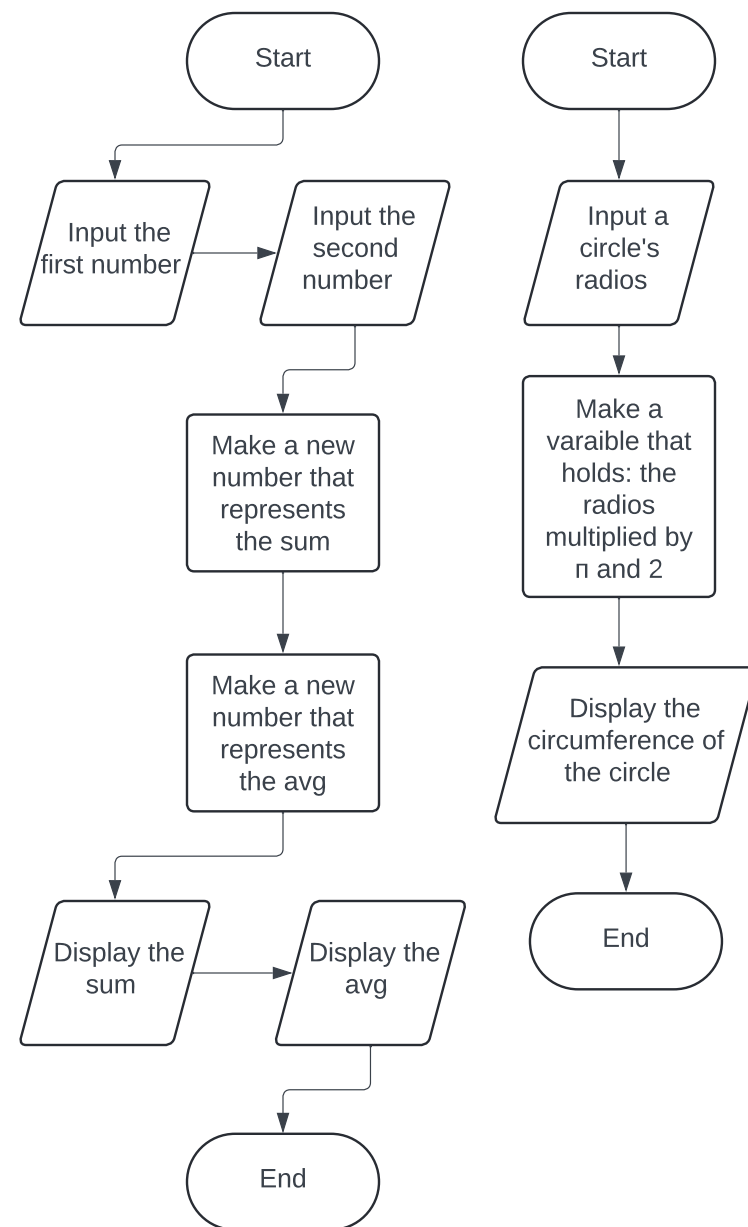## Flowchart practice - sequence

1. Construct flowchart to accept two numbers from the user and display the sum and average of those two numbers.

2. Draw a flowchart to display the area and circumference of a circle for the radius entered by the user.

Flowchart practice – decision/ selection

1. Draw the flow chart to accept the names of two players and their final scores in an online game.
   Display the name of the winner along with the score.

2. Create flowchart to accept two numbers and a mathematical operator from the user.
   Display the result based on the values entered.

Flowchart 1 (sum and average)

Start → Input the first number → Input the second number → Make a new number that represents the sum → Make a new number that represents the avg → Display the sum → Display the avg → End

Flowchart 2 (circle)

Start → Input a circle's radios → Make a varaible that holds: the radios multiplied by π and 2 → Display the circumference of the circle → End

Flowchart 3 (players)

Start → Input P1 name and stats → Input P2 name and stats → Compare players' stats → Display the winner

- Player 2 won → Display P2 name and stats → End
- Player 1 won → Display P1 name and stats → End

Flowchart 4 (mathematical operator)

Start → Input the first number → Input the second number → Input the mathematical operator → Make an equasion with the new inputs → Calculate the result of the equasion → Display the result → End