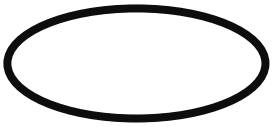
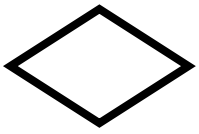
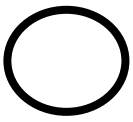
FLOWCHART

FLOWCHART

- Flow chart is defined as graphical representation of the logic for problem solving.

- The purpose of flowchart is making the logic of the program clear in a visual representation

NOTATIONS

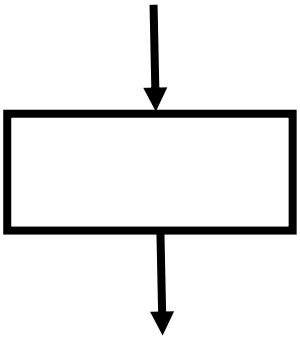
Symbol	Symbol Name	Description
	Flow Lines	Used to connect symbols
	Terminal	Used to start, pause or halt in the program logic
	Input\Output	Represents the information entering or leaving the system
	Processing	Represents arithmetic and logical instructions
	Decision	Represents a decision to be made
	Connector	Used to join different flow lines
	Sub function	Used to call function

Rules for drawing a flowchart

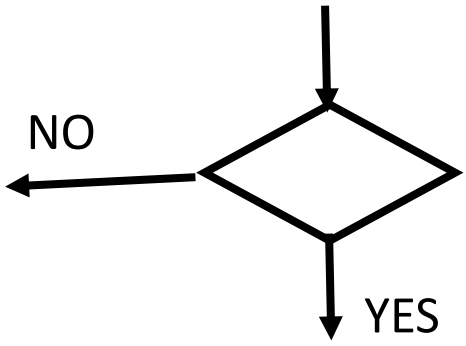
1.The flowchart should be clear, neat and easy to follow.

2. The flowchart must have a logical start and finish.

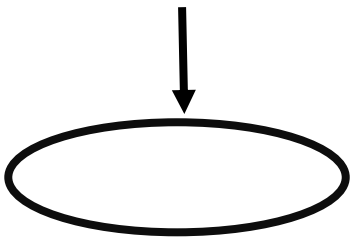
3. Only one flow line should come out from a process symbol. NOTATIONS



4. Only one flow line should enter a decision symbol. However, two or three flow lines may leave the decision symbol.



5. Only one flow line is used with a terminal symbol.



6. Within standard symbols, write briefly and precisely.

7. Intersection of flow lines should be avoided.

Advantages of flowchart

1.Communication: - Flowcharts are better way of communicating the logic of a system to all concerned.

2. Effective analysis: - With the help of flowchart, problem can be analyzed in more effective way.

3. Proper documentation: - Program flowcharts serve as a good program documentation, which is needed for various purposes.

4. Efficient Coding: - The flowcharts act as a guide or blueprint during the systems analysis and program development phase.

Disadvantages of flowchart

1. Complex logic: - Sometimes, the program logic is quite complicated. In that case, flowchart becomes complex and clumsy.

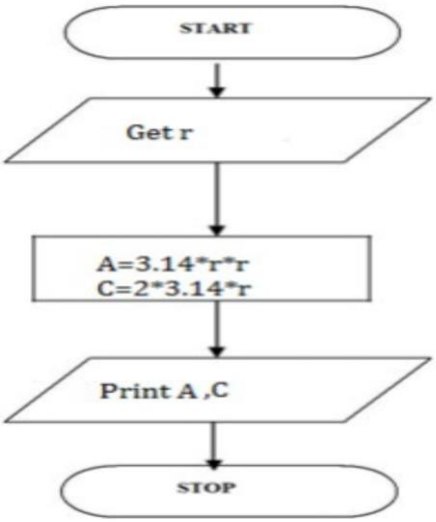
2. Alterations and Modifications: - If alterations are required the flowchart may require re-drawing completely.

3. Reproduction: - As the flowchart symbols cannot be typed, reproduction of flowchart becomes a problem.

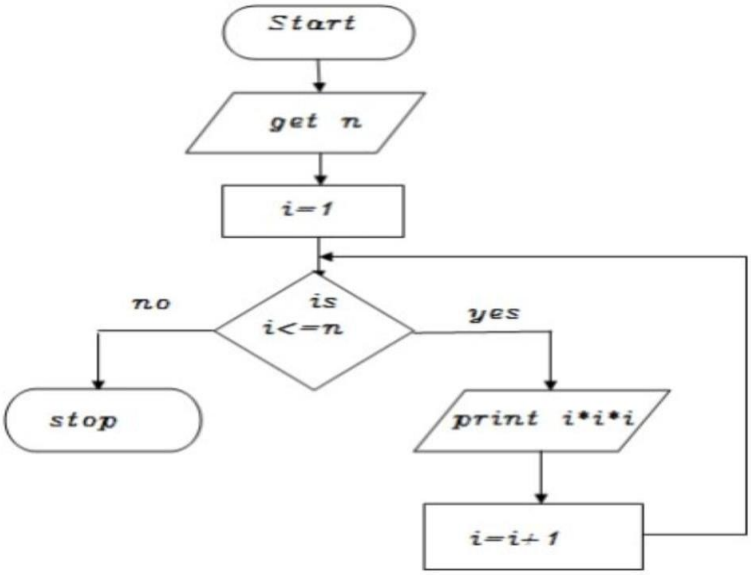
4. Cost: For large application the time and cost of flowchart drawing becomes costly. PSEUDO CODE

EXAMPLES

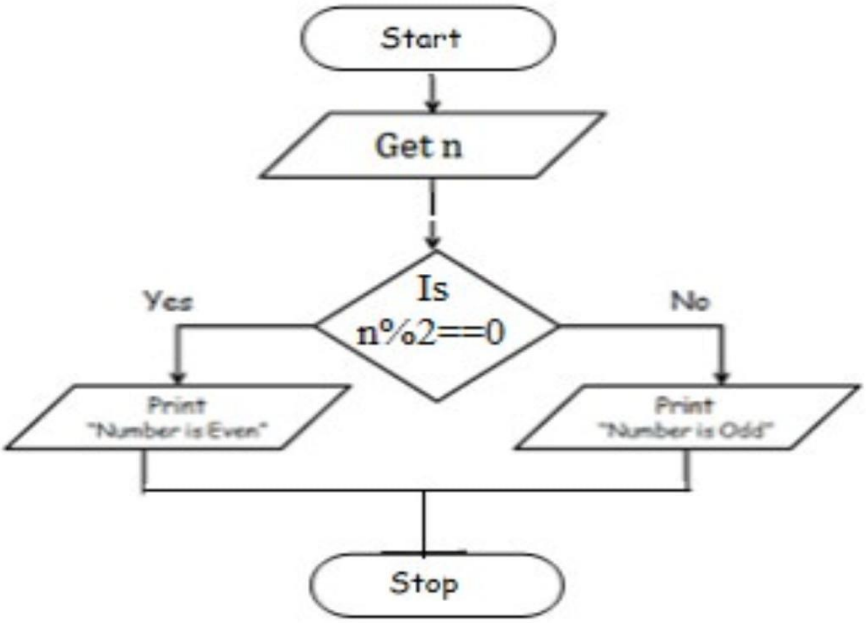
1.Calculating area and circumference of a circle



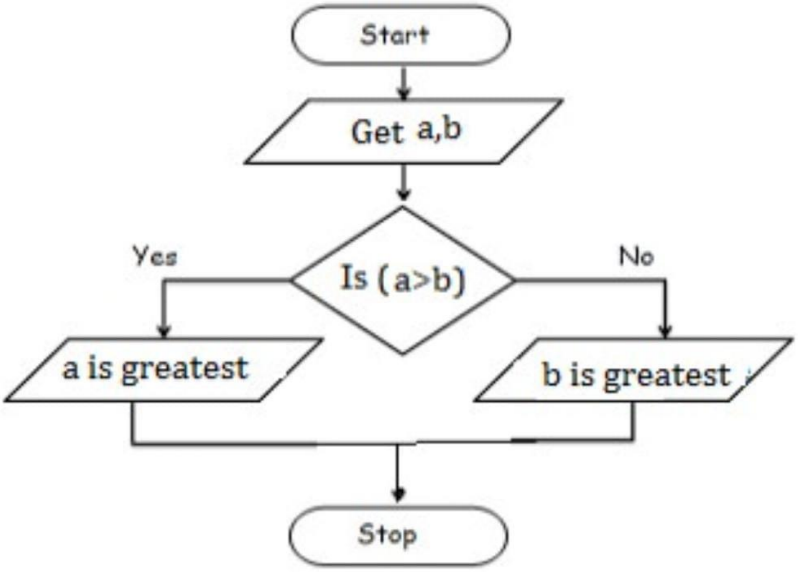
2.Print cube of a number



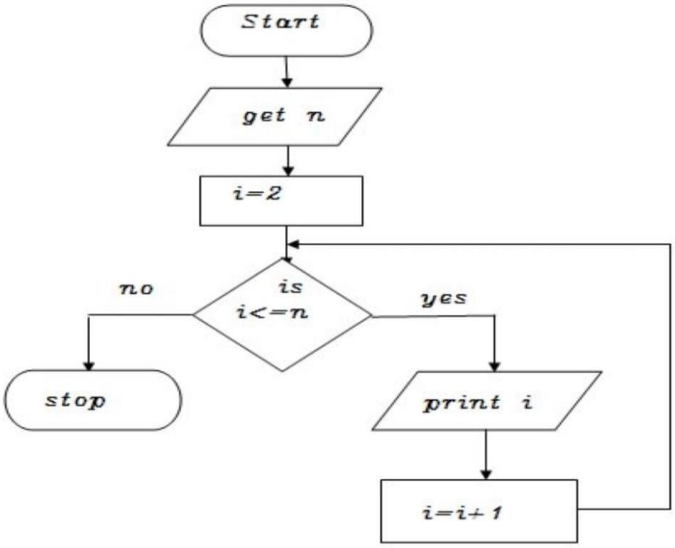
3.To check odd or even number



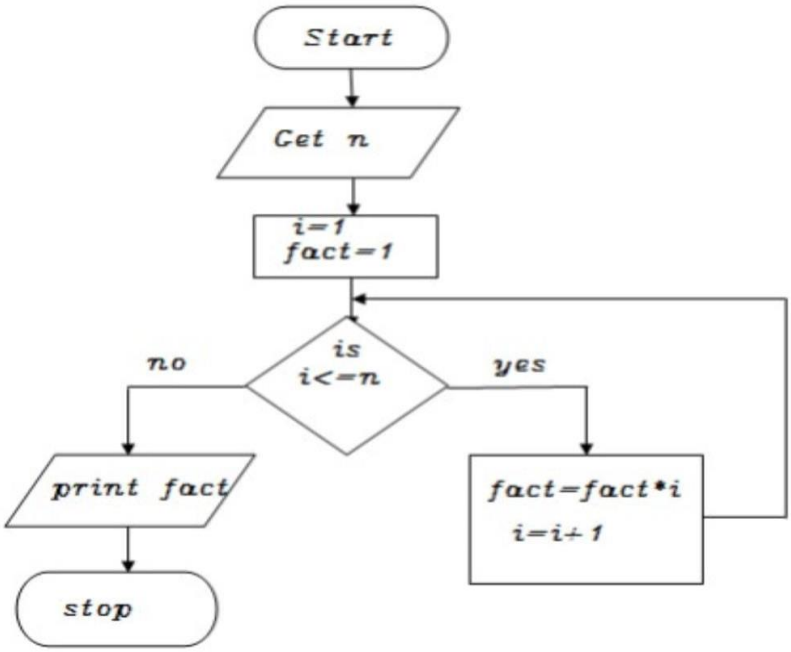
4.To check greatest of two numbers



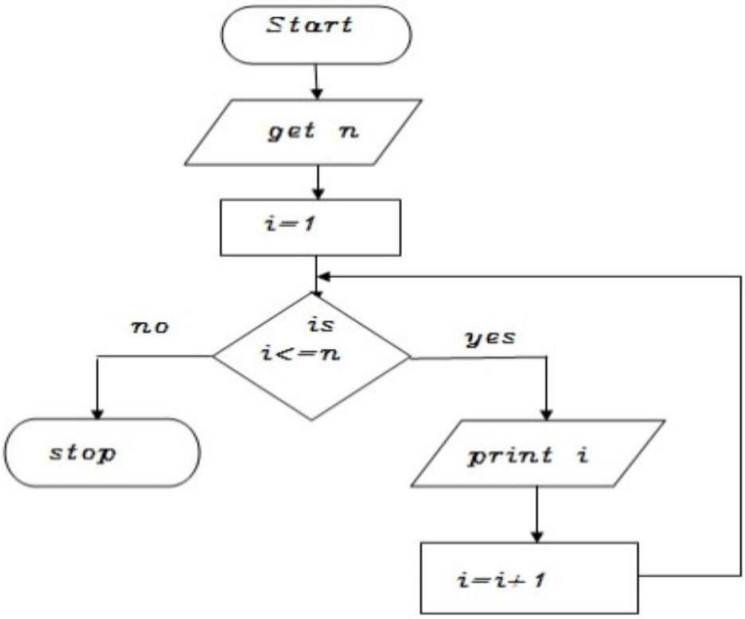
5.To print n even numbers



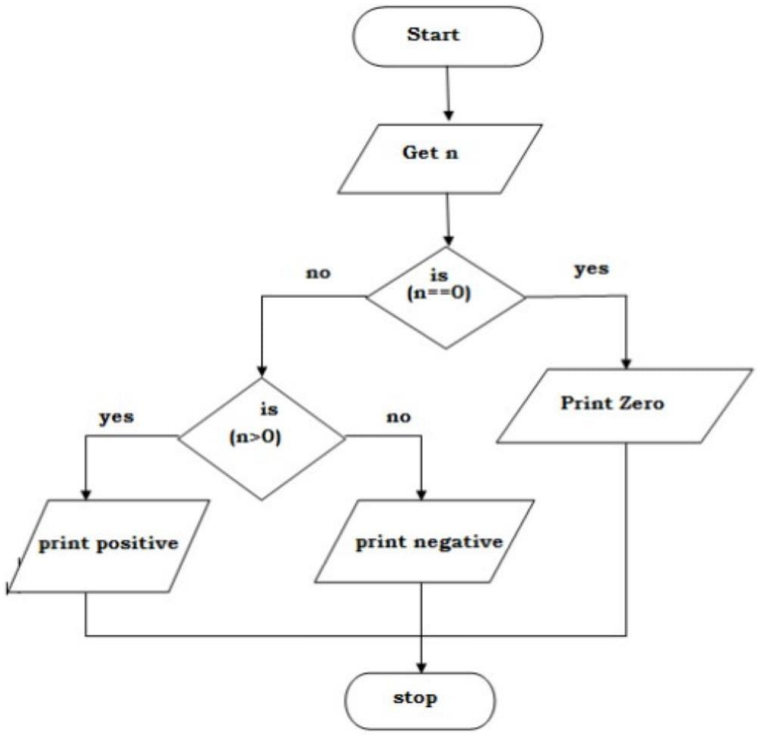
6.To find factorial of a given number



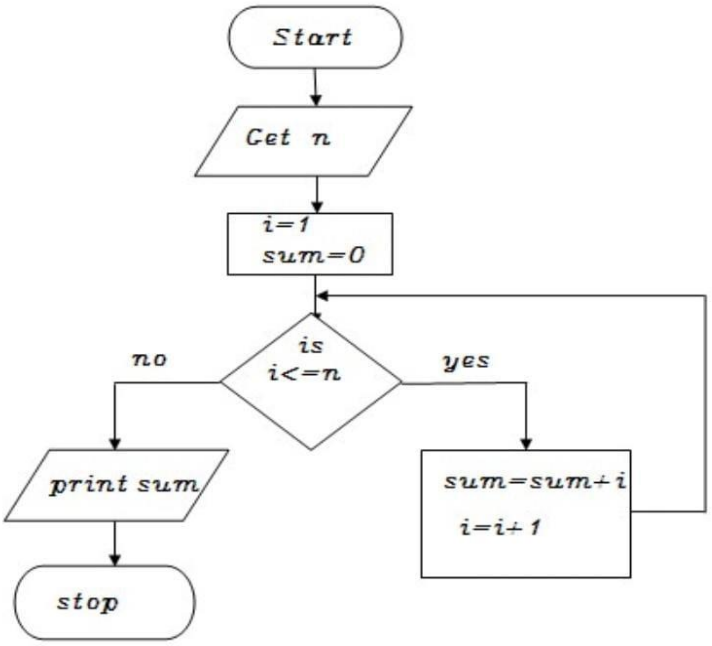
7.To print all natural numbers up to n



8.To check whether given number is +ve, -ve or zero.



9.To find sum of a given number.



10.To check greatest of three numbers