**FLOWCHART**

1. Start ( Oval )
2. Int num ; ( Rectangle )
3. Printf(“Enter a number”) ; ( Parallelogram )
4. Scanf(“User input”) ; ( Parallelogram )
5. Num % 2 === 0 ? ( Diamond )

* printf(“Number is even ”) ; ( Parallelogram )
* printf(“Number id odd ”) ; ( Parallelogram )

1. End ( Oval )