

Structure Chart

Modules :

- Each sub-task is considered as a module.
- can be either a function / procedure

Parameters: Any value that has been passed b/w modules

↓

• Input of a function

$$f(x) = x^2 + 5$$

$$\begin{aligned} - f(1) &= 1^2 + 5 \\ &= 6 \end{aligned}$$

① **By Value:** Copy of variable is passed.

• Original value unchanged

$x=5$
↓
5

different
memory location

② **By Reference:** Variable itself is passed.

$x=5$
↓
x

same memory
location

• Original

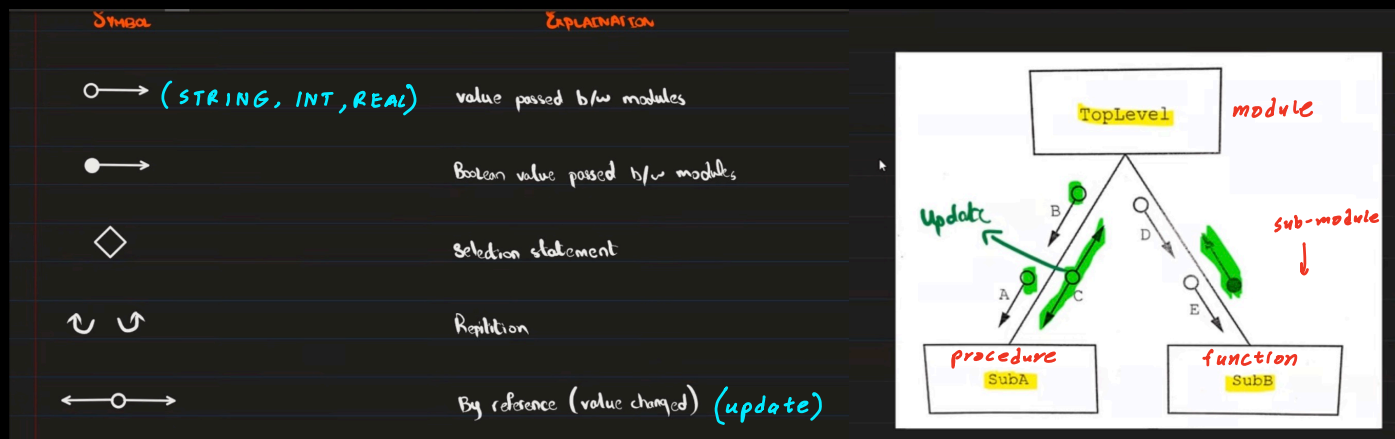
value changed.

- Structure Chart helps to understand the complex program and to identify the relation b/w modules

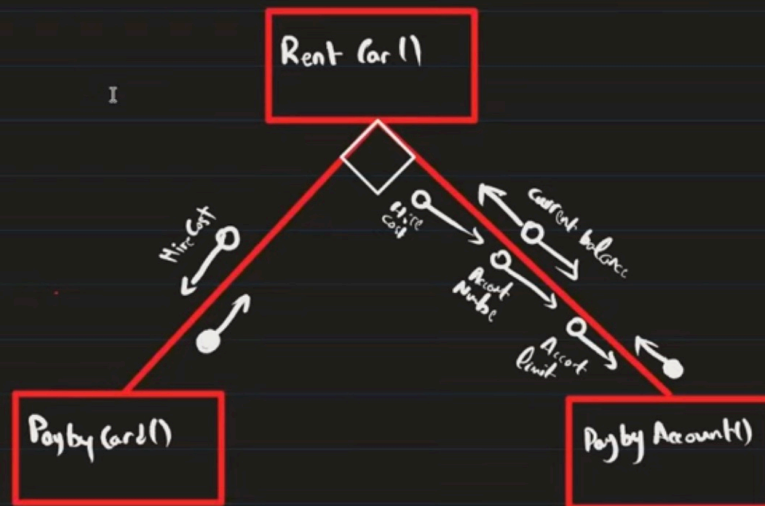
Header of a Function

Syntax: `FUNCTION NAME (Name of variable: data type, Name of variable: Data type) RETURN Data type`
parameters

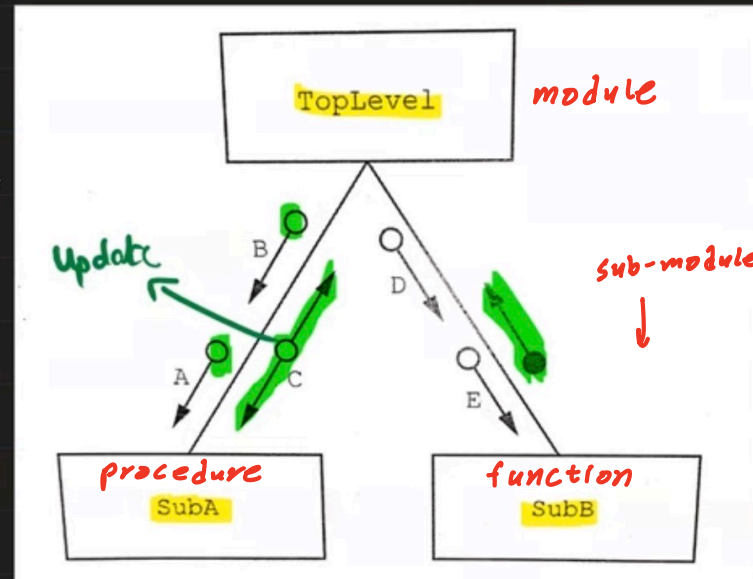
- The data type of the value obtained after performing the steps is to be written in "RETURN" Data type



Module name	Description ✓
RentCar()	A customer will pay for each car rental either by bank card or by using their account with the rental company.
PayByCard()	Called with parameter HireCost, representing the cost of the rental. Returns a BOOLEAN value to indicate whether or not the card payment was successful.
PayByAccount()	Called with parameters HireCost, AccountNumber, CurrentBalance and AccountLimit. <ul style="list-style-type: none"> Checks whether HireCost plus the CurrentBalance would exceed the AccountLimit. If so, then the rental is not authorised. If the rental is authorised, then the CurrentBalance is updated. Returns a BOOLEAN value to indicate whether or not the rental was authorised.



A, D : string
C : Char
B, E : Integer



Q- Write pseudocode for module Sub B.

Function Sub B (D: string , E: Integer) Return Boolean

Q- Write pseudocode for module Sub A.

PROCEDURE (A: STRING, B: INTEGER, BYREF C: CHAR)

Features of Structure Chart

- Hierarchy of Modules
- Iteration
- Selection
- Parameters that are passed b/w modules
- Sequence of modules.

Sun 5 Jun

