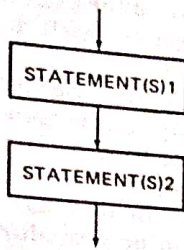


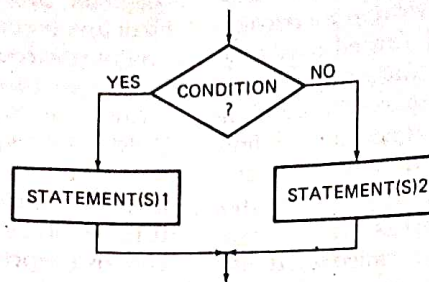
SIMPLE SEQUENCE FLOWCHART



PSEUDOCODE
STATEMENT(S)1
STATEMENT(S)2

EXAMPLE
GET DATA SAMPLE
ADD 7
STORE IN MEMORY LOCATION

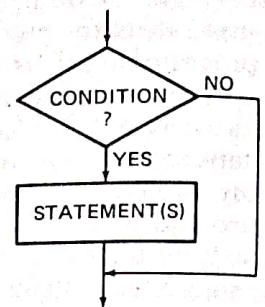
IF-THEN-ELSE FLOWCHART



PSEUDOCODE
IF CONDITION THEN
STATEMENT(S)1
ELSE
STATEMENT(S)2

EXAMPLE
IF ROOM TEMPERATURE LESS THAN SET POINT THEN
TURN ON FURNACE
ELSE
TURN OFF FURNACE

IF-THEN FLOWCHART



PSEUDOCODE
IF CONDITION THEN
STATEMENT(S)

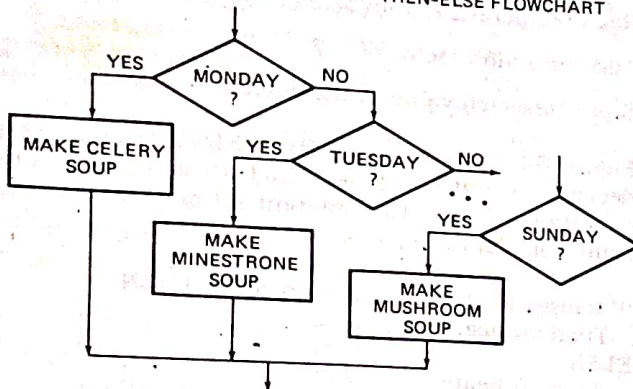
EXAMPLE
IF HUNGRY THEN
GET FOOD

(a)

(b)

(c)

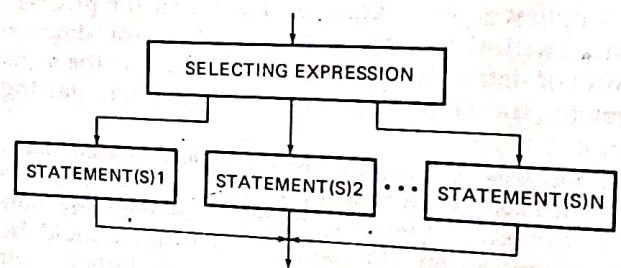
CASE EXPRESSED AS MULTIPLE IF-THEN-ELSE FLOWCHART



PSEUDOCODE
IF MONDAY THEN
MAKE CELERY SOUP
ELSE IF TUESDAY THEN
MAKE MINSTRONE SOUP
ELSE IF WEDNESDAY THEN
MAKE ONION SOUP
...
ELSE IF SUNDAY THEN
MAKE MUSHROOM SOUP

(d)

CASE FLOWCHART

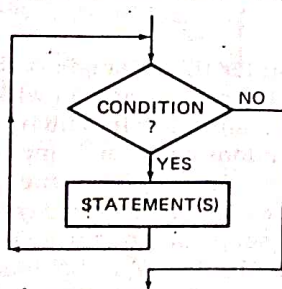


PSEUDOCODE
CASE EXPRESSION OF
1: STATEMENT(S)1
2: STATEMENT(S)2
...
N: STATEMENT(S)N

EXAMPLE
CASE DAY OF
MONDAY:
MAKE CELERY SOUP
TUESDAY:
MAKE MINSTRONE SOUP
WEDNESDAY:
MAKE ONION SOUP
...
SUNDAY:
MAKE MUSHROOM SOUP

(e)

WHILE-DO LOOP FLOWCHART

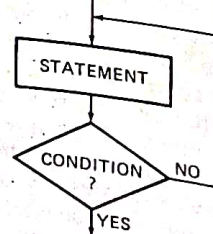


PSEUDOCODE
WHILE CONDITION DO
STATEMENT(S)

EXAMPLE
WHILE MONEY LASTS DO
EAT SUPPER OUT
GO TO MOVIE
TAKE TAXI HOME

(f)

REPEAT-UNTIL FLOWCHART



PSEUDOCODE
REPEAT
STATEMENT(S)
UNTIL CONDITION

EXAMPLE
REPEAT
GET DATA SAMPLE
ADD 7
STORE RESULT IN MEMORY
WAIT 1 HR
UNTIL 24 SAMPLES TAKEN

(g)

FIGURE 3-3 Standard program structures. (a) Sequence. (b) IF-THEN-ELSE. (c) IF-THEN. (d) CASE expressed as nested IF-THEN-ELSE. (e) CASE. (f) WHILE-DO. (g) REPEAT-UNTIL.