Flowchart

1. **What is a flowchart?**

A flow chart is a symbolic diagram of a process. Each step in the process is represented by a different symbol and contains a short description of what it can do. The flow chart symbols are connected with arrows showing the certain flow of the sequence of actions.

1. **Why should programmers use flowcharts?**

While a pseudocode is a way of designing the program, it isn’t always efficient as it is text-based and difficult to share with end-users or analyze for errors or improvements. A flowchart can help better to understand the process of the program by having a graphical method of designing programs that uses simple symbols and only a few rules.

1. **What are the disadvantages of using pseudocode?**

The disadvantages of using pseudocode is that it is text-based and difficult to share with end-users or analyze for errors or improvements.

1. **Draw and name the five symbols used in flowcharting.**

There are 7 symbols in flowcharting, including:

Subprocess/ procedure

Terminal

Process/operation

Arrow

Connector

Input/output

Decision

1. **How many rules are there in flowcharting?**

There is a total of seven rules in flowcharting, including:

1. Every flowchart has a START symbol and a STOP symbol.
2. The flow of sequence is generally from the top of the page to the bottom of the page. This can vary with loops which need to flow back to an entry point.
3. Use arrow-heads on connectors where flow direction may not be obvious.
4. There is only one flowchart per page.
5. A page should have a page number and a title.
6. A flowchart on one page should not break and jump to another page.
7. A flow chart should have no more than around 15 symbols (not including START and STOP).