
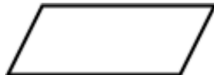

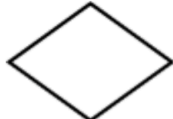




FLOWCHART

Concepts:

- A flowchart is a pictorial way of visualizing each step of a program/code using distinct shapes to represent different functionalities of the code.
- A visualisation of the code. Flowcharts help us to understand the chronological order of a program, that is, which line of code will be executed after which line.

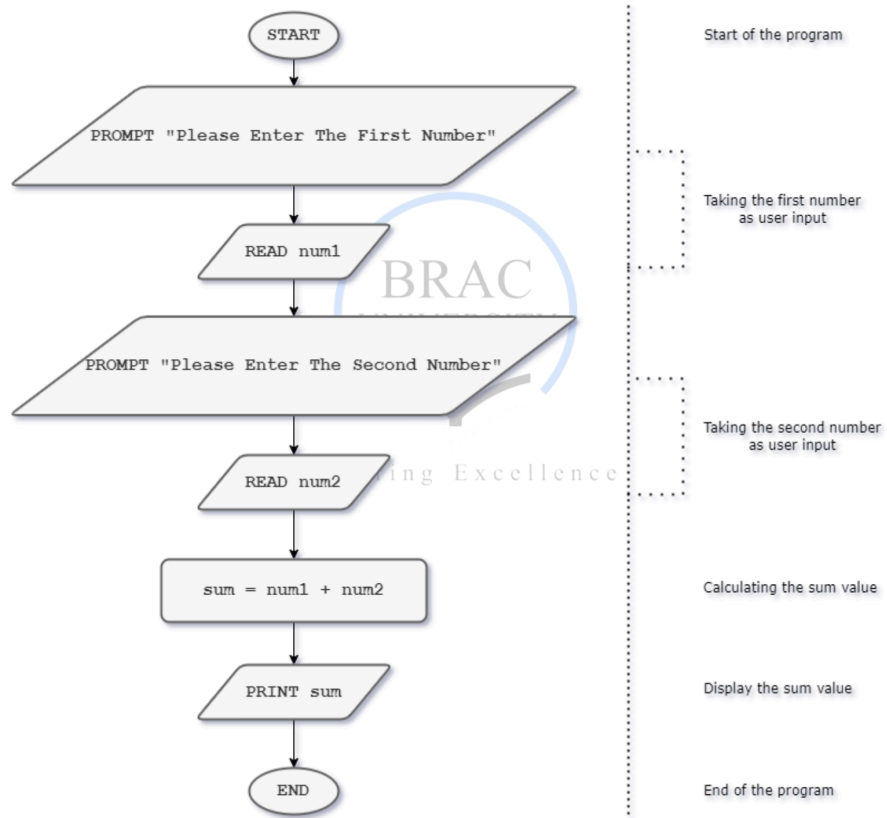
Shapes & Functionality:

Shape	Functionality	Visual Representation
Ellipse	Used to illustrate the "start" and "end" of a program	
Parallelogram	Used for inputs (prompt messages and user inputs) and outputs (print statements)	
Rectangle	Used for calculations and initializing variables	
Diamond	Used as conditional statements (if/else, loops)	
Circle	Used as connectors where multiple blocks of code either converge or diverge	
Arrow	Used to illustrate the sequence of the program by pointing from one shape to another	

Examples:

Scenario 1:

Display the summation of two numbers taken as user input and store them somewhere.



Scenario 2:

Calculate the bonus you will receive during the upcoming festive season. The bonus will be 5% of your monthly salary.

