- Graphical way of writing pseudocode

1.Decision - A selection statement can a specific path dependent on a condition

2 - Allows for a portion of an algorithm to be any times dependent on some condition being met.

3.Input/Output - or giving information

4. Flow lines

5.Start / end

```
            ( Start )
                |
                v
+------------------------------------+
| Declare variables num1, num2 and sum|
+------------------------------------+
                |
                v
        / Read num1 and  /
       /     num2       /
                |
                v
        +---------------+
        |  sum<-a+b     |
        +---------------+
                |
                v
        / Display sum  /
                |
                v
            ( Stop )
```