



# *Module 2 – Flowcharts & Algorithms*

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# Module Overview

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- **Steps of Programming Practices**
- **Flowcharts**
- **Algorithms**



# Steps of Programming Practices

# Steps of Programming Practices



- **Step1:** Requirements

- **Step2:** Creating a flow chart
- **Step3:** Creating algorithms

We are going to  
look at ***Flowcharts***  
and ***Algorithms***

- **Step4:** Writing Code
- **Step5:** Debugging
- **Step6:** Documentation



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# Flowcharts

# Flow Chart



- A Graphical representation of a solution to a particular problem
- Created by Von Neumann in 1945
- Flowcharts help in developing logic and algorithms before writing a program

# How to make a flow chart

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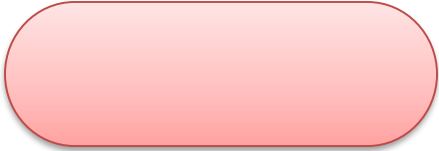

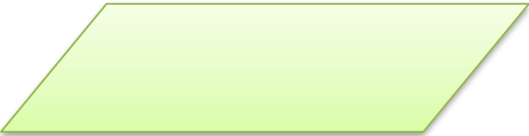
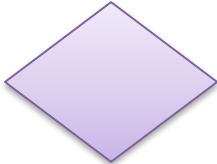
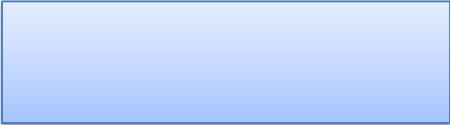

**Step1:** Identify input and output.

**Step2:** Apply reasoning skills to solve the problem

**Step3:** Draw the flowchart using the appropriate **symbols** and **arrows** to show the sequence of steps in solving the problem

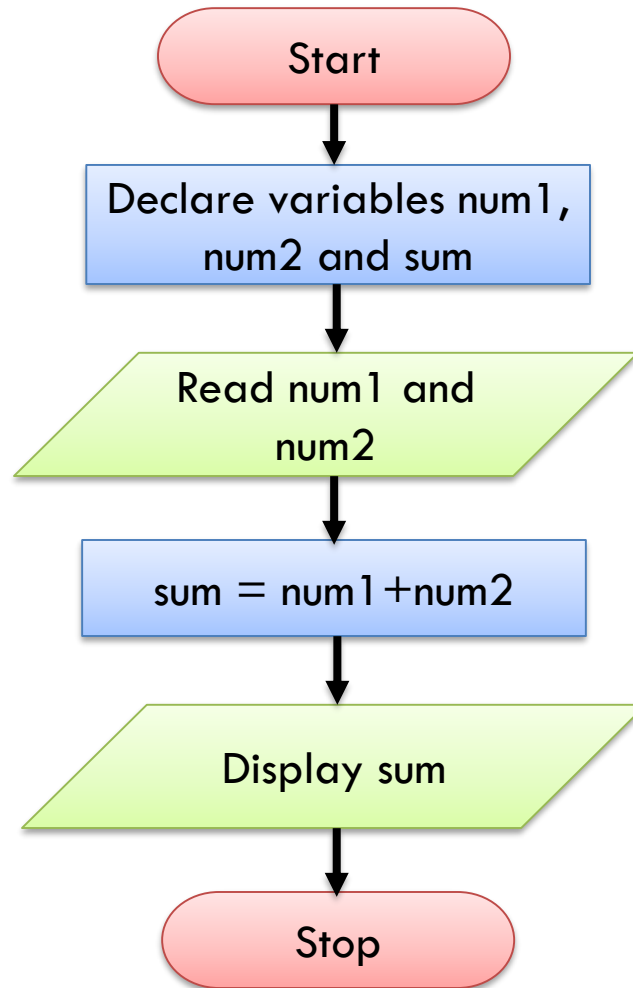
# Symbols used in Flow Charts



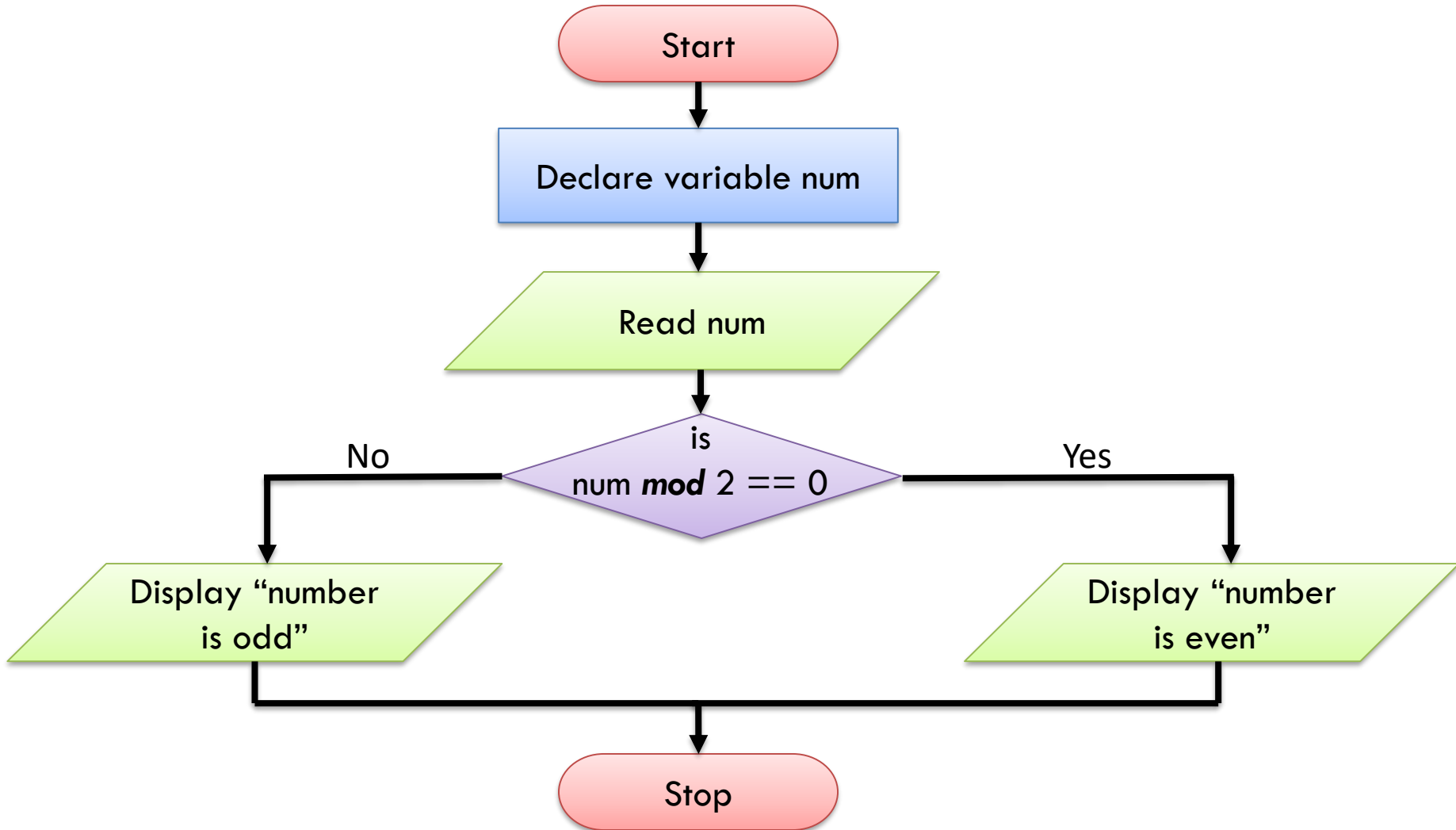
 <p>Start and End Symbol Single Flow Line</p>	 <p>Flow Line Shows the logical flow of control</p>
 <p>For Input and Output 2 Flow Lines</p>	 <p>Decision Symbol One flow of line for Input and two for Output</p>
 <p>Process Calculation 2 Flow Lines</p>	 <p>Connector Connects separate portions of a flow chart</p>



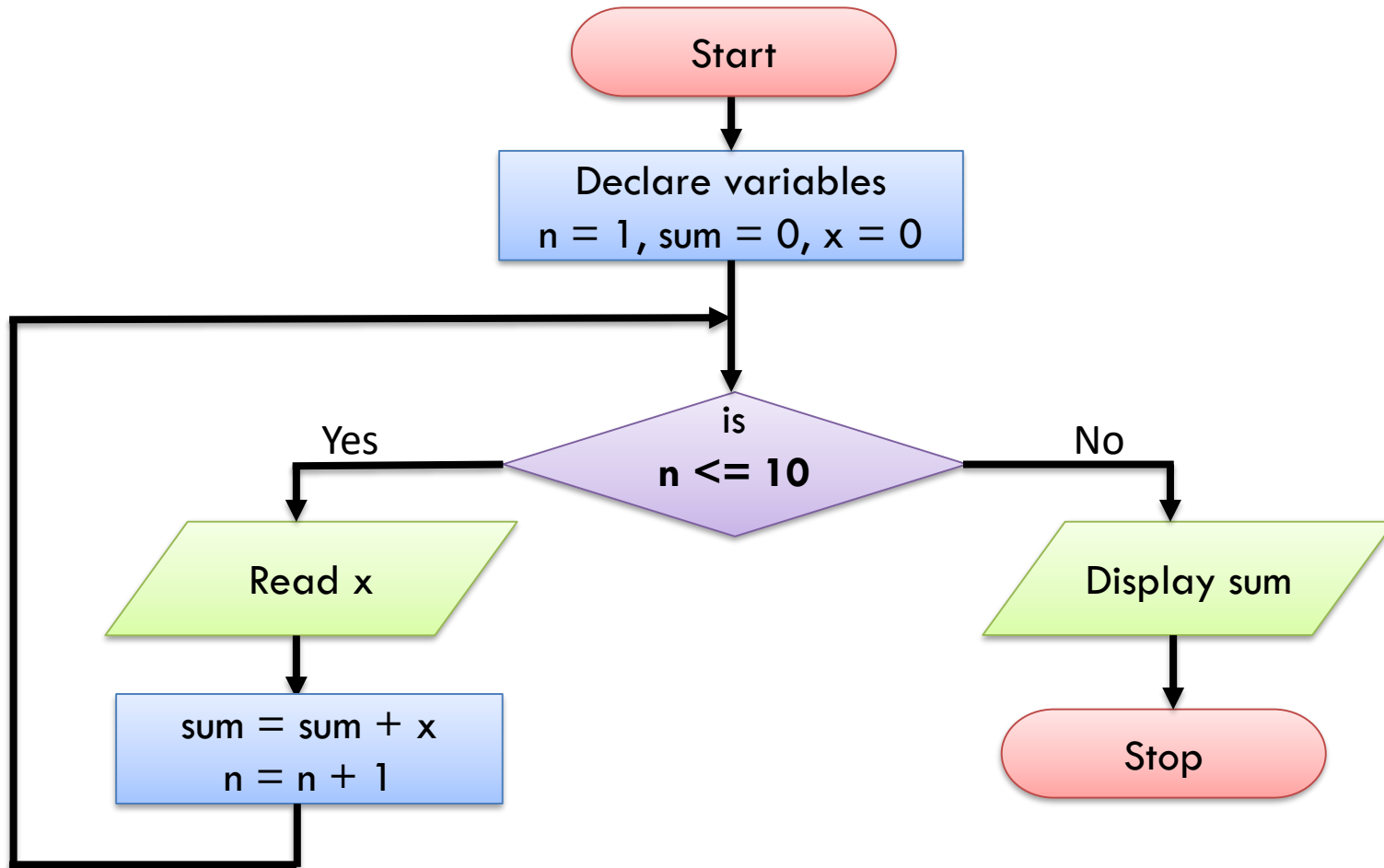
# Flow Chart Example 1: Sum of two numbers



# Flow Chart Example 2: Whether a number is even or odd



# Flow Chart Example 3: Sum of 10 Numbers





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# Algorithms

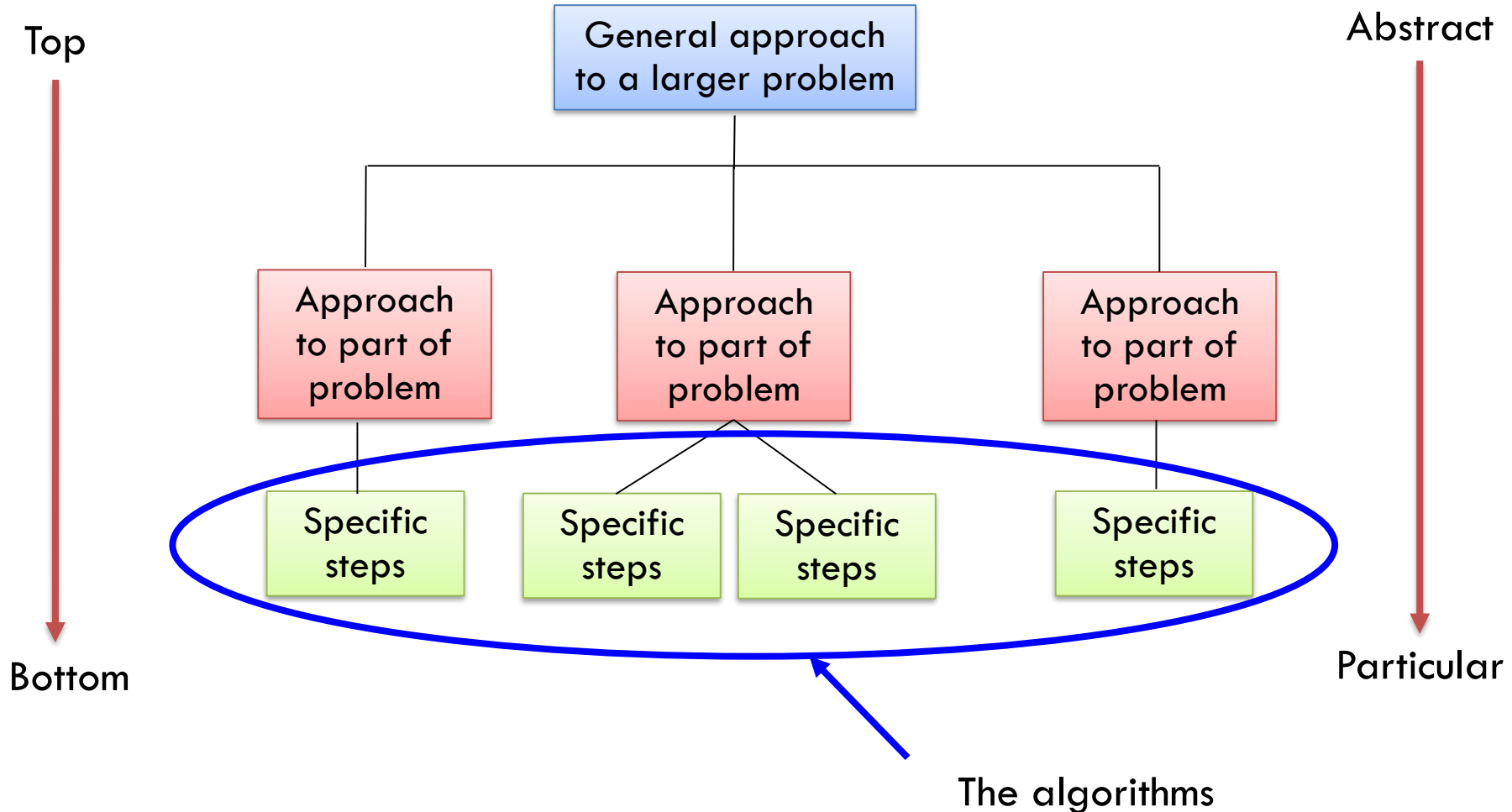
# Algorithms

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*“**Algorithms** are a way of laying out a problem independent of the programming language”*

# Programming Methodologies



# Top-down vs Bottom-up Programming



- **Top – Down Programming:**

- ☐ Reverse engineers the finished products by breaking it into smaller, manageable or reusable modules.
- ☐ Big picture is visualized first before breaking it up into separate components.

- **Bottom – UP Programming:**

- ☐ Low level components are designed first without fully knowing the big picture.
- ☐ The components are later integrated to form the complete system.

# What is an Algorithm?



- ❖ Step by step solution to a problem in English like language.
- ❖ It is a finite set of clear and unambiguous steps that must be followed to solve a computing problem.
- ❖ The programmer can convert the algorithm to a program in any language.



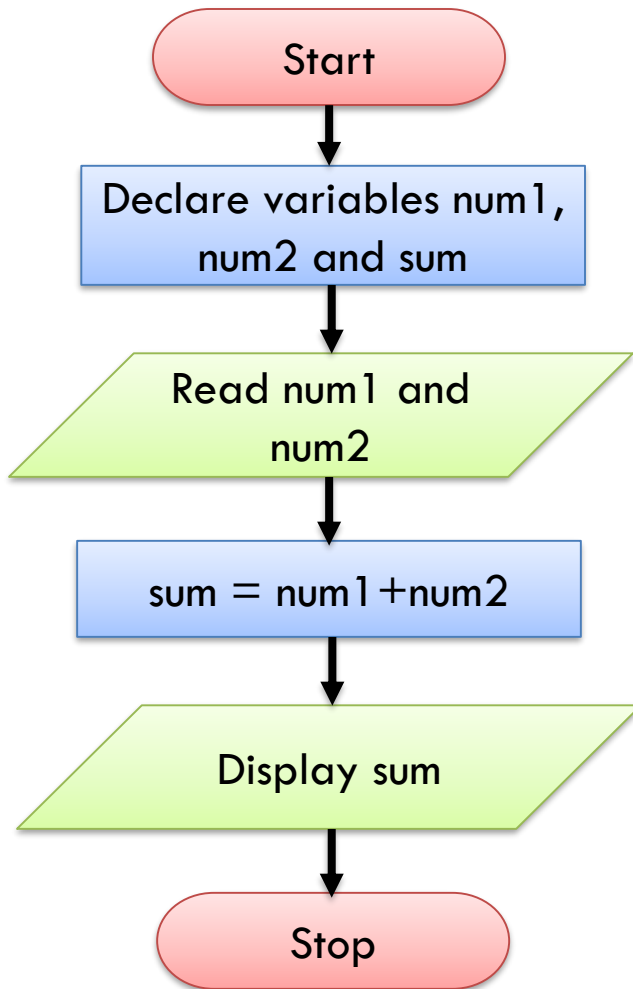
# Programming Logic Constructs

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- Imperative statements (Actions)
- Conditional statements (Decision Making)
- Iterative Statements (Repetition / Loops)

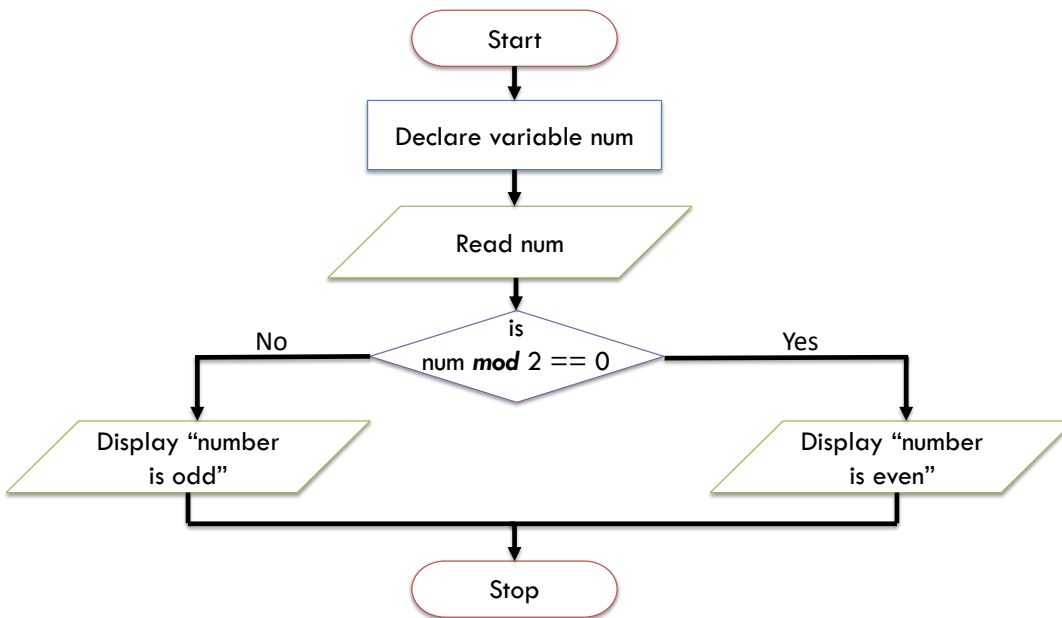
# Algorithm Example 1: Sum of two numbers (Imperative)



1. **START**
2. Declare variables num1, num2, sum
3. **INPUT** the numbers num1, num2
4. Set  $\text{sum} = \text{num1} + \text{num2}$ .
5. **PRINT** sum
6. **END**

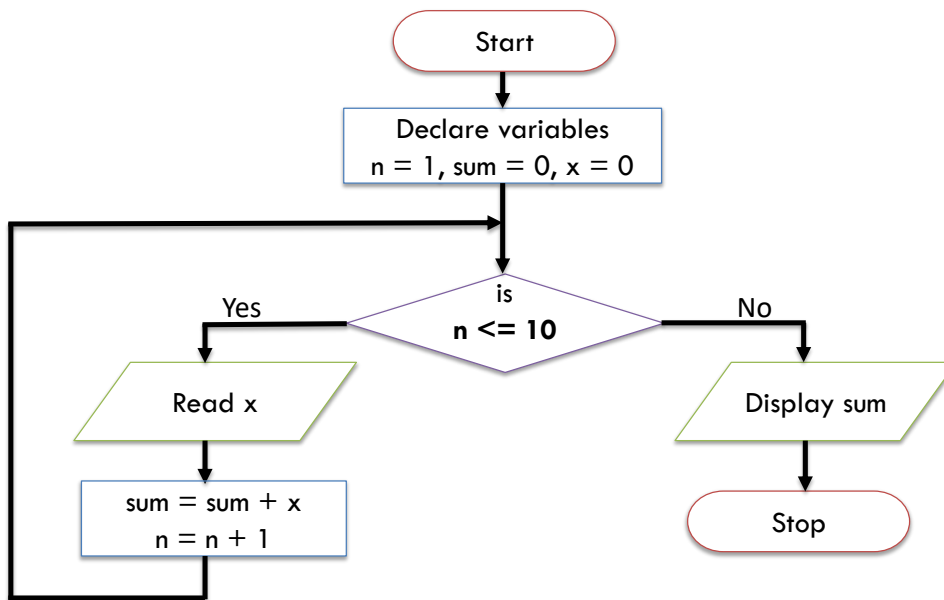
# Algorithm Example 2:

## Whether a number is even or odd (Conditionals)



1. **START**
2. Declare num
3. **INPUT** the number num
4. **IF**  $\text{num mod } 2 == 0$  **THEN** **GOTO** step 5 **ELSE** **GOTO** step 7
5. **PRINT** "number is even"
6. **GOTO** step 8
7. **PRINT** "number is ODD"
8. **END**

# Algorithm Example 3: Sum of 10 Numbers (Iterative)



1. **START**
2. Declare  $n=1$ ,  $sum=0$ ,  $x=0$
3. **IF**  $n \leq 10$  **THEN GOTO** step 4  
**ELSE GOTO** step 8
4. **INPUT**  $x$
5. Set  $sum = sum + x$
6. Set  $n = n + 1$
7. **GOTO** step 3
8. **PRINT**  $sum$
9. **END**

# Exercise



## Roots of Quadratic equation

$ax^2 + bx + c = 0$  has the following roots:

$$D = b^2 - 4ac$$

If  $D > 0$  then

$$\text{root 1} = -b + \sqrt{D}/2a$$

$$\text{root 2} = -b - \sqrt{D}/2a$$

- *Draw a flowchart to find roots of the above quadratic equation*
- *Write an equivalent algorithm for the above flow chart*

# More Exercises



- Draw a flowchart and write its corresponding algorithm for checking if a number **n** entered by the user is a prime number or not. *[Hint: Check for all numbers from 1 to  $n/2$  if they divide  $n$  with remainder 0 or not. If none of them divides,  $n$  is a prime number]*
- Draw a flowchart and write its corresponding algorithm for computing the greatest common divisor (GCD) of two numbers entered by the user. *[Hint: Follow this [link](#) to understand what is GCD]*



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***Thank you***  
**Q & A**