

Department of Social Statistics
Faculty of Humanities and Social Sciences
University of Sri Jayewardenepura
ITE/MIT 1213 Fundamentals of Programming

Tutorial – 08

Flowcharts

1. What is a Flowchart?

A flowchart is a visual diagram that shows the step-by-step flow of a process or algorithm using symbols and arrows. It helps in problem-solving, designing algorithms and communicating ideas clearly.

2. Flowchart Symbols

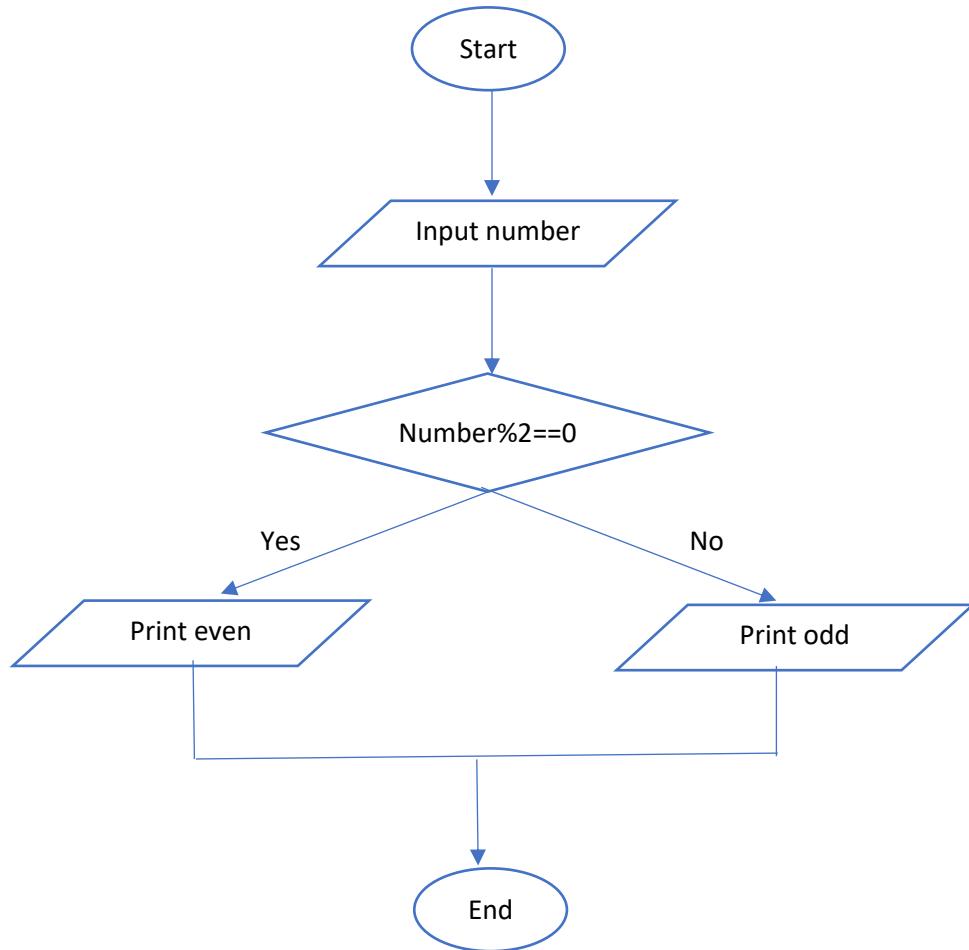
| Symbol | Name | Use |
|---|----------------|------------------------------------|
|  | Start/End | Beginning or end of a process |
|  | Process | An action or instruction |
|  | Decision | A condition (Yes/No or True/False) |
|  | Input / Output | Data input or output |
|  | Flow Line | Direction of steps |

Examples:

- Decision Flowchart (Checking Even or Odd Number)

Steps in words:

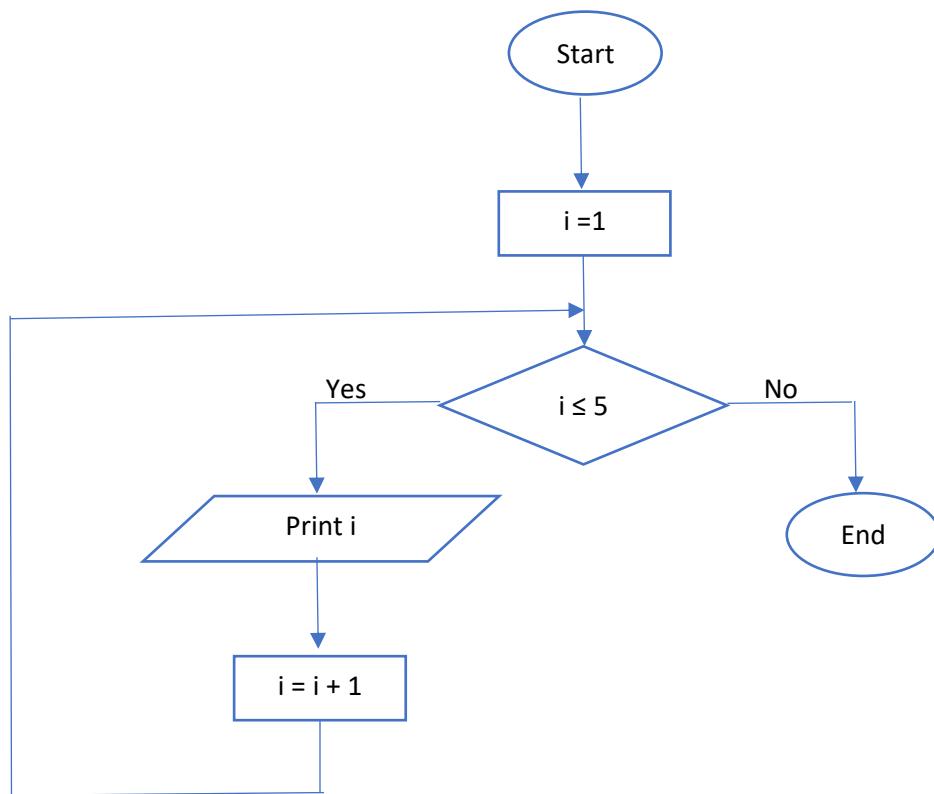
1. Start
2. Input a number
3. Check if the number is divisible by 2
4. If YES → Print “Even”
5. If NO → Print “Odd”
6. End



- Flowchart for Printing Numbers 1 to 5

Steps in words:

1. Start
2. Set counter = 1
3. Check if counter ≤ 5
4. If YES \rightarrow Print counter \rightarrow Increase counter by 1 \rightarrow Go back to step 3
5. If NO \rightarrow End



Exercises

1. Draw a flowchart to add two numbers entered by the user and display the result.
2. Draw a flowchart to find the largest of two numbers entered by the user.
3. Draw a flowchart to print even numbers from 1 to 10.
4. Draw a flowchart to calculate the sum of numbers from 1 to N.
5. Draw a flowchart for a student grading system.
 - If the marks are greater than or equal to 75, assign Grade A.
 - If the marks are greater than or equal to 50 but less than 75, assign Grade B.
 - If the marks are less than 50, assign Grade C.