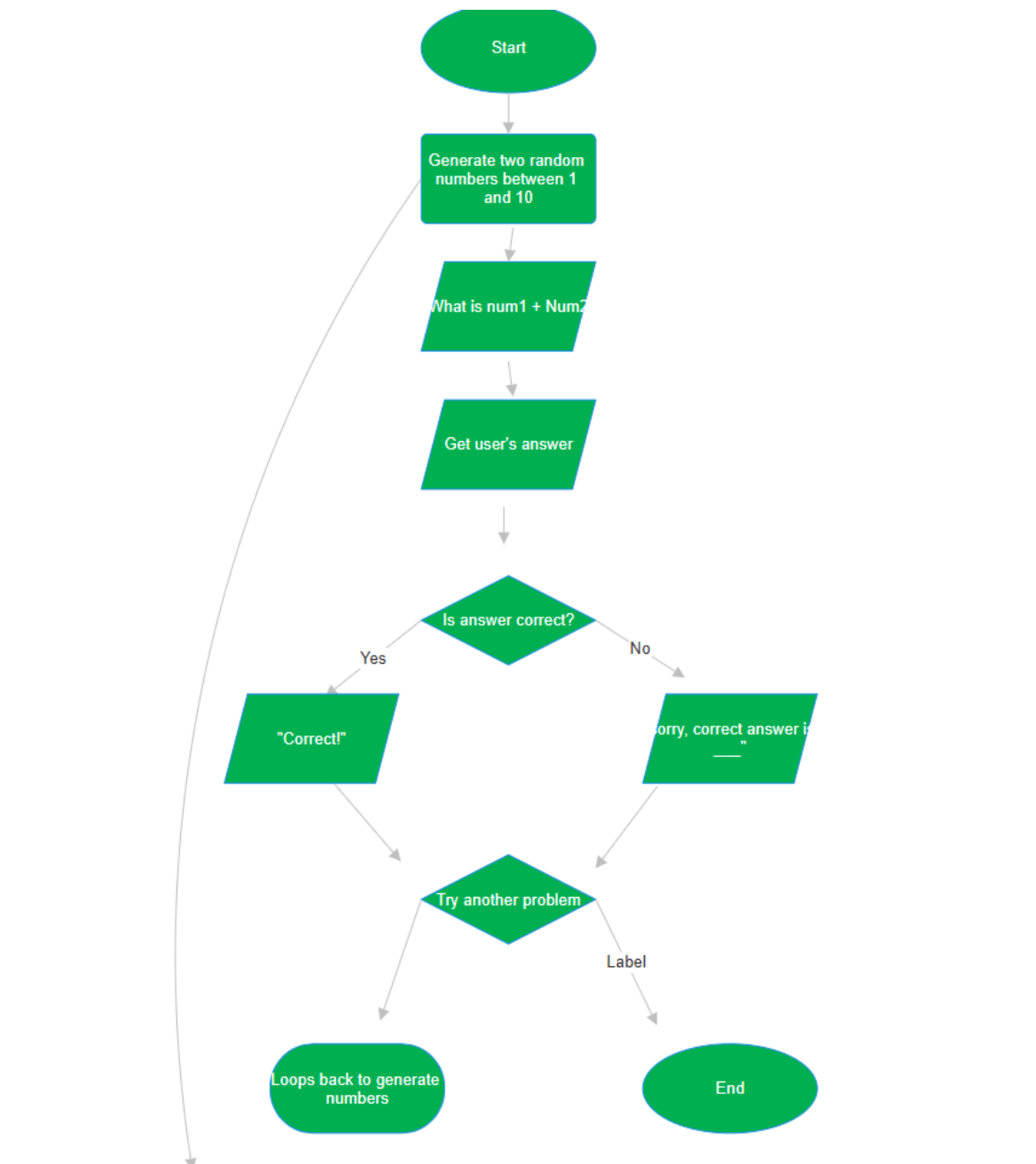


Chapter 3 Project

Program 2 – Math Tutor

Flowchart Design



Chapter 3 Project

Flow Description: This program randomly generates two numbers, asks the user to solve the addition, checks their answer, gives feedback, and allows them to try another problem.

Steps:

1. Start Program
2. Generate two random numbers (1–10)
3. Display problem “What is num1 + num2?”
4. Get user’s answer
5. Check if the user’s response matches the correct answer.
6. If correct, show “Correct!”
7. If not, show “Sorry, the answer is ____”
8. Ask “Try another problem?”
9. The program will continue if the answer is yes but it will stop when the answer is no.
10. End Program