Sanchez, Sophia Anne V. A4 Flowgorithm Exercises

Flowgorithm is an application helps you make a program utilizing flowchart. Flowchart is a kind of graph that presents a step by step procedure and that steps are the answer to the problem. Flowgorithm also will transform it into a program that can be helpful in various manners. For our flowgorithm activities, we made three projects which includes getting the sum of two numbers, getting the area of a circle using either radius or dimeter and number identifier (odd or even).

For adding two numbers, I used a declaration, to declare the variables, number 1, number 2 and the sum. At that point, the fundamentals that are required which are input, output and process. At that point, I click "run" to test if the program that I made is working. Subsequent to testing, it effectively worked and show the appropriate response of adding two numbers. Next is, finding the area of a circle utilizing range and measurement. In this activity, I used input, output, decision and breakpoint. On the initial segment, there is an output to pose the inquiry "Do you have the value or radius or diameter?" After that, you need to answer it with the goal that the program will continue in finding the area of a circle. Choice was made to have the option to continue to the procedure of both of the two. At that point, another choice was made to ensure that the worth is measurement, on the off chance that not, the program will stop by including "breakpoint." Then after the choice, both of the technique from sweep and width begins with an output. It advises the user to enter the value of the radius or diameter. After that, the user will have the option to know the appropriate response of the area of a circle. The program worked after I tried it by clicking "run." Last exercise is, odd and even identifier. I utilized declare, input, output and decidion. In this activity, I didn't utilize the procedure not at all like the initial two exercise. This is on the grounds that you don't need to tackle anything in the issue, the program's motivation will be simply to recognize if the given worth is odd or even. Choice as a premise to distinguish whether the program should identify the number if it is odd or even. The program additionally worked simply like the initial two exercise. I tried it by clicking "run" in the flowgorithm.

