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***R2: Introduction to Flowcharts***

Flowchart is a graphical representation of an algorithm or just simply a step by step procedure or work process to solving a problem. It has various shapes with implications. It is generally made out of start, input, process, output and end/stop. There are decisions that you made for the procedure which is represented by a diamond shape. The beginning and completion purpose of the work process are spoken to by a terminator. To make a flowchart, it must be arranged first and there must be set of guidelines. You should initially make a calculation with the goal that it is simpler to make a flowchart later on.

In doing my activities, I’ll be honest that I had hard time figuring out what to do first. I’ve learned that in order to produce a flowchart you must first know how to work with it in words. You need to plot or make the written version before you could successfully transfer it as a flowchart. As I experienced this task I conclude that IT students are smart people because for them flowcharting is a piece of cake but if you just pit effort in studying how to make one, you will be able to figure out the easiest way to do one. Flowgorithm was also introduced to us. It is an application that will help you in making a flowchart. It’s kinda fulfilling the moment you click “run” and test your machine activity. As a first time user, I felt so much happiness the moment my program runs smoothly.

Gradually, I am increasing new information about how to appropriately utilize flowchart. Our educator made it simpler for us due to her itemized clarification. One thing that helped me the most is that she attempts to address our work promptly with the goal that we know whether regardless it lacking or if there are still a great deal to work or enhance.