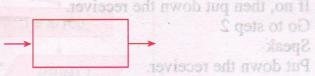
of a program so that program or	owcharts give the direction	System Flowchest: System fl
Oval: Start or End	displayable the codes to	endules are a (molled. The)
	mble "atentiantion biocess	a processing machine: for exa
Parallel	ogram: Input /Output [Dat	a and instructions to be given t
compute	r and then result of process	sing.]
Rectangle: Processing to mathematical operations.	perform the	a set of convertional symbols.
(a) Fentures of Floricharti The f	low charts have some basic	features which are discussed by
Connect	or: dailminimed.	offection of data. The data an important are the source documents
that are sources of intermetted. I	he date goes to the second of the second	priusa NesuoH
In-connector: The flowchart is one place to this place.	rejudence and of davig one block diagram of a system	the above shuchue is a letter
	odules and every module of which was a subject to the control of t	s sub-divided into different me
Out-conn		tion goes somewhere from here
depart the only of processing		is called program flowchart. The wind the property of the property instructions are the protocal instruction.
Diamond: (Decision-making) conditions are checked. This branching and looping. The state	allows the program for	The are coar graphical r
	e later time modifications.	Z They provide help to make
Some other Flowcharting Syml		instead of writing the prog
		A The advancement result of
in any language.	me programs can be written	
Magnetic tape	Punched Card	madowold On-line storage
	for the programmer.	2 It is a time consuming task
ur after co-pleting the program	- Disamon	3. It is a tedious task to mak
Visual display unit	Predefined process	anadowolt odl somuemos
(b) Types of Flowchart: The ma	for the pes of flow hare	had designed it.
owenarting Symbols: While constitue and their u noitaraged given below.		
	Preparation 1	Mar (ask. 1 nesc symbols and u

Some Examples of Flowcharting Sequence:

1. Write an algorithm and flowchart to make a telephone call.

Step 1: Remember or read the telephone mint ex.

General flow of direction is from top to bottom. deeled laib nedb sev 11

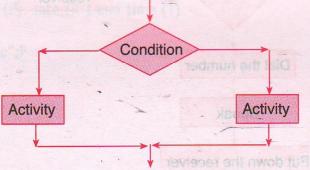


Only one flow-line should enter and leave a process symbol.

decision symbol but er, should leave a

Only one flowing should enter a decision symbol but flowlines, one each possible answer, should leave a decision symbol.

Selection is a conditional branching and it relies upon testing a condition that can be either true afalse.



Repetition is also known as Iteration or looping. Repetition sequences of activities occur in programming and such an occurrence is known as loop. Repetition must be finite loop.

