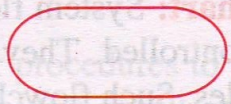
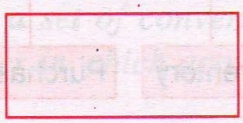
Oval: Start or End



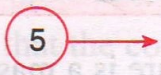
Parallelogram: Input /Output [Data and instructions to be given to the computer and then result of processing.]

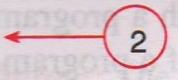
Rectangle: Processing to perform the mathematical operations.



Connector:

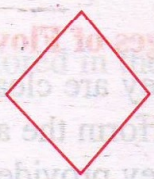
In-connector: The flowchart is connected from one place to this place.





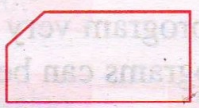
Out-connector: The flow of instruction goes somewhere from here.

Diamond: (Decision-making) The comparison and conditions are checked. This allows the program for branching and looping. The statements are also tested here.

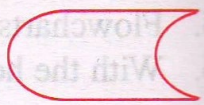


Some other Flowcharting Symbols

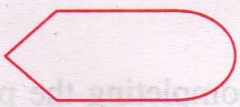
Magnetic tape



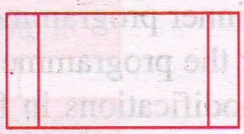
Punched Card



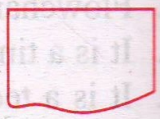
On-line storage



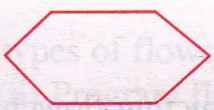
Visual display unit



Predefined process

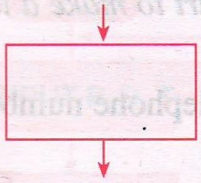


Document

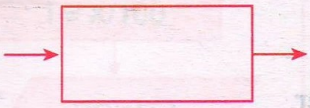


Preparation

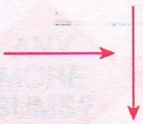
Some Examples of Flowcharting Sequence:



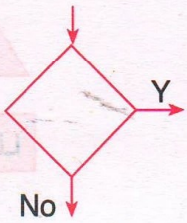
General flow of direction is from top to bottom.



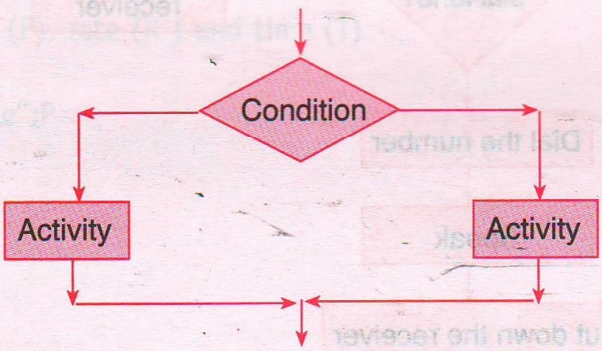
Only one flow-line should enter and leave a process symbol.



Only one flowing should enter a decision symbol but two 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* or *false*.



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