
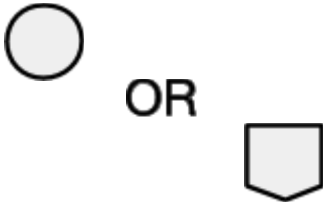






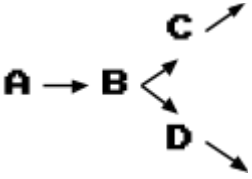
## Supplemental Instruction Handout

Here is a fill in the blank worksheet! Once filled out, this can help you make flowcharts or understand vocabulary associated with programming logic.

### Side A: Flowcharts

Symbol	Name	Purpose/Example
	Terminal	
	Connectors: <u>On Page</u> AND _____	
		
	Input/Output Operations	
	External Module	This represents a separate set of code that is outside the algorithm we are defining with our flow chart.  Example: Functions (you will learn about these in Chapter 6)
		This represents some sort of decision.  Example: Asking yes or no.

# Side B: Programming Logic

	Name	Explanation	Example
<b>Types of Errors</b>	<u>Errors or Syntax Errors</u>	An error caused by typing a command incorrectly or incorrect use of Syntax.	Forgetting a semicolon or using the incorrect operator.
	Run-time errors		Program trying to divide a number by zero or trying to reference a file that doesn't exist.
		An error caused by an incorrect sequence of statements.	
<b>Execution Flow Paths</b>	Sequential		<b>A → B → C →</b>
		A way of executing code so that the user (or computer) will have to make a decision.	<b>A → B</b> 
	Repeating		