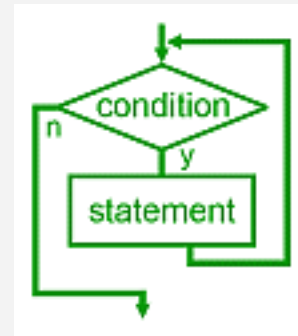
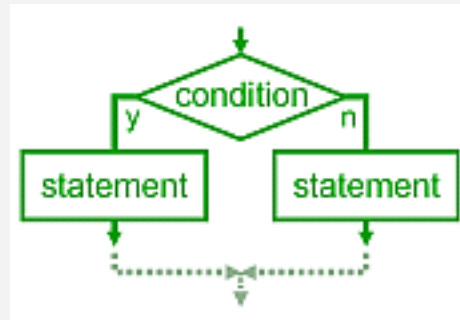
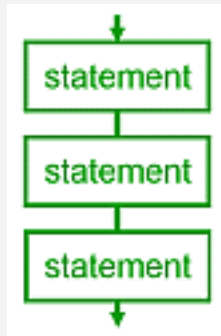


# FLOW-CHARTS AND STRUCTURED PROGRAMMING

# Böhm–Jacopini theorem

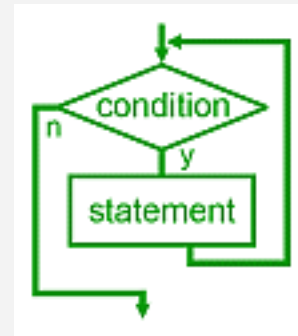
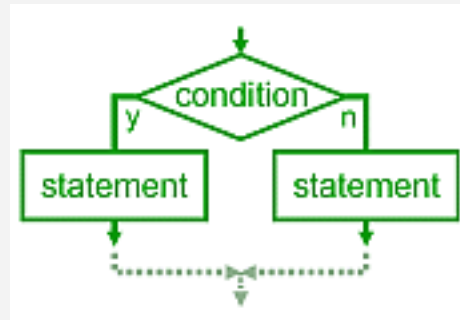
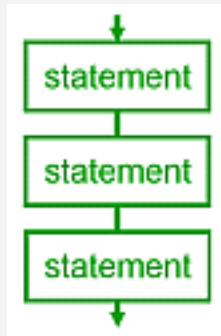
A flowchart can compute any computable function if it combines subprograms in only three specific ways (control structures):

1. executing one subprogram, and then another subprogram (sequence);
2. executing one of two subprograms according to the value of a boolean expression (selection); and
3. repeatedly executing a subprogram as long as a boolean expression is true (iteration).



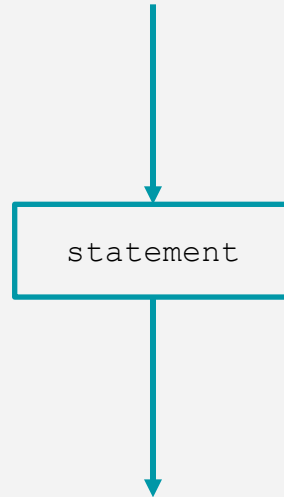
# Böhm–Jacopini theorem

Böhm–Jacopini theorem is also known as the structured program theorem; therefore, when a program follows the rules of this theorem, such program is defined as a **structured program**.



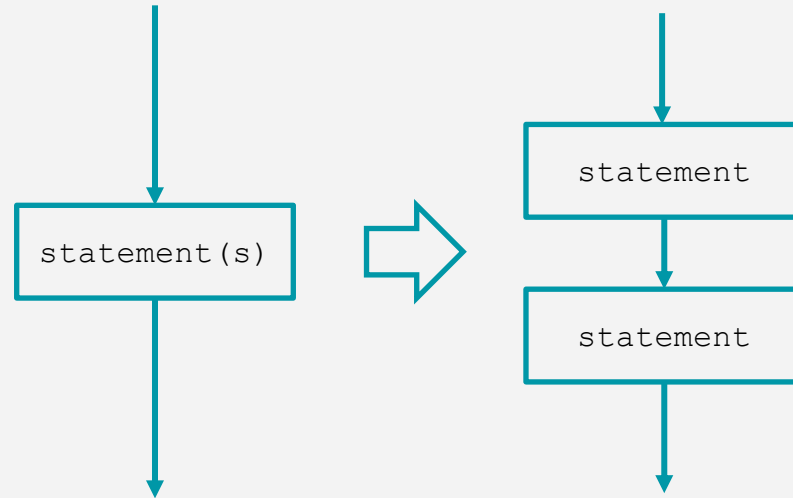
# Statement

Flow chart:



# Statements

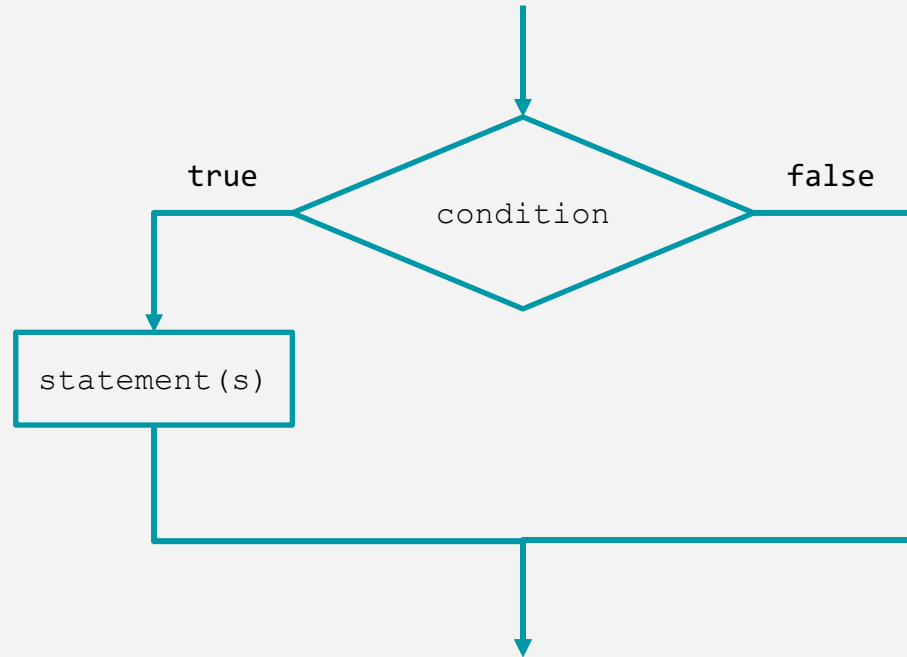
Flow chart:



Can be include more  
than one statement...

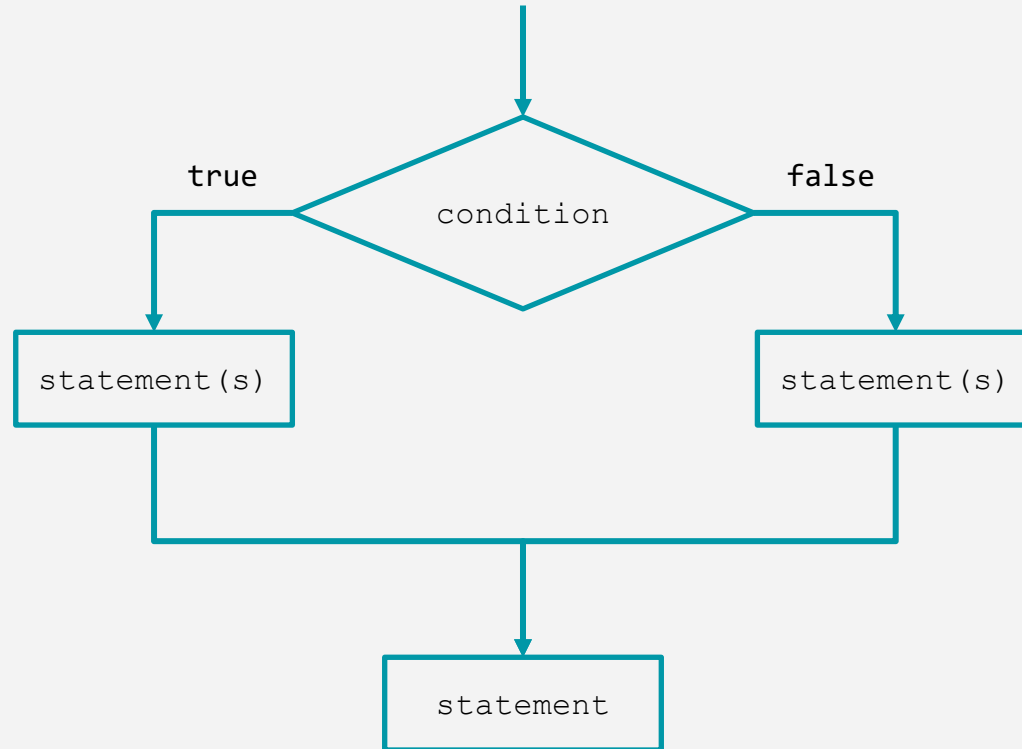
# Selection statements: if then

Flow chart:



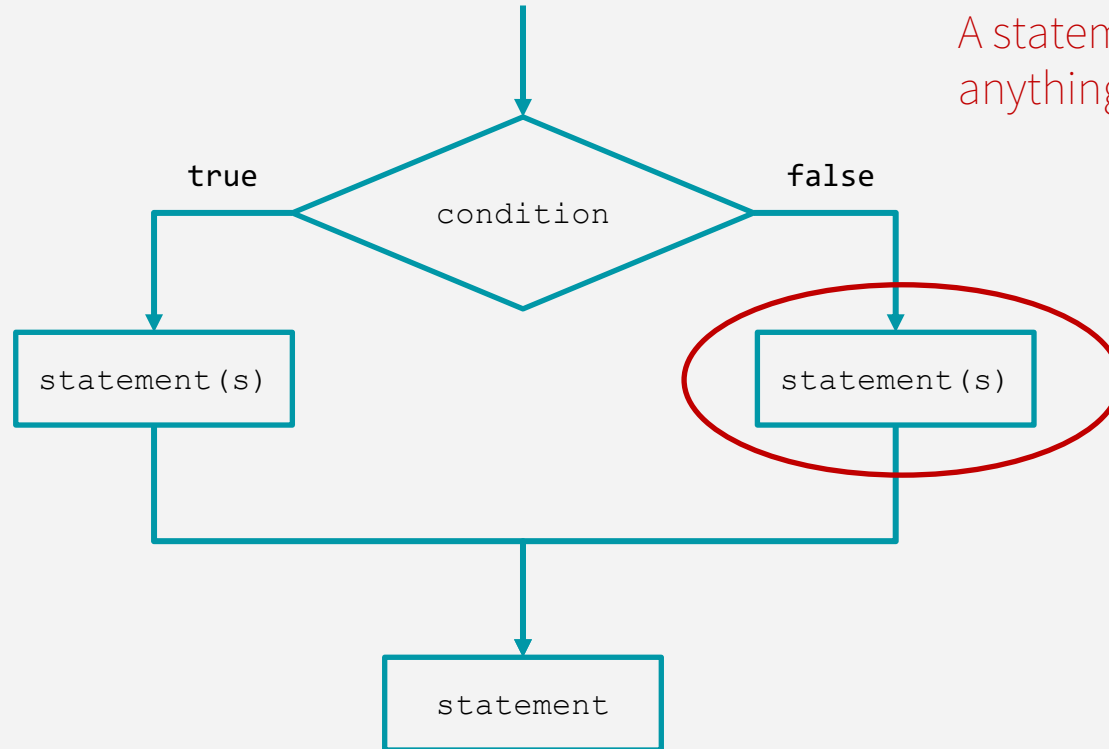
# Selection statements: if then else

Flow chart:



# Selection statements: if then else

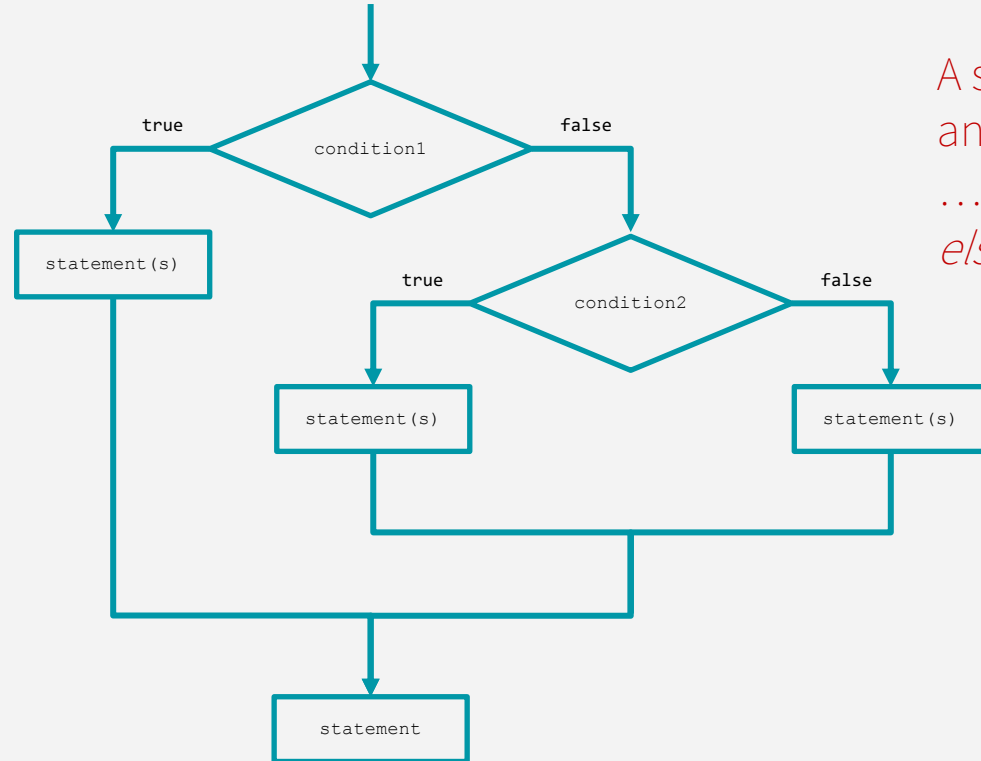
Flow chart:





# Selection statements: nested if then else

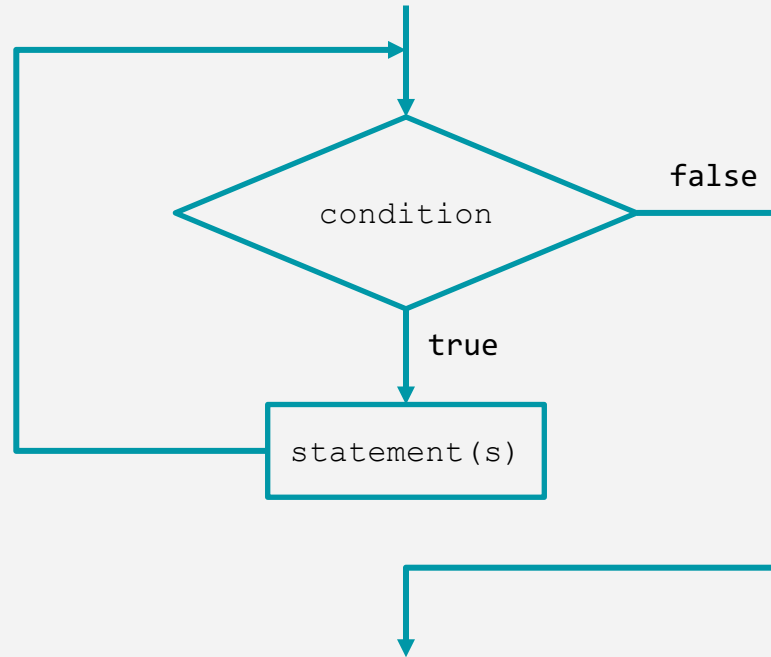
Flow chart:



A statement can be  
anything...  
... even another *if then  
else* statement!

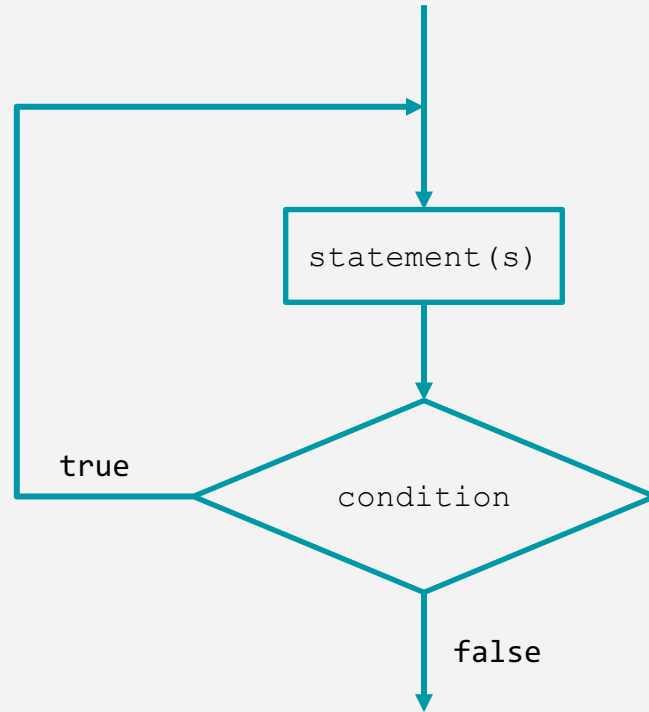
# Iteration statement: while loop

Flow chart:



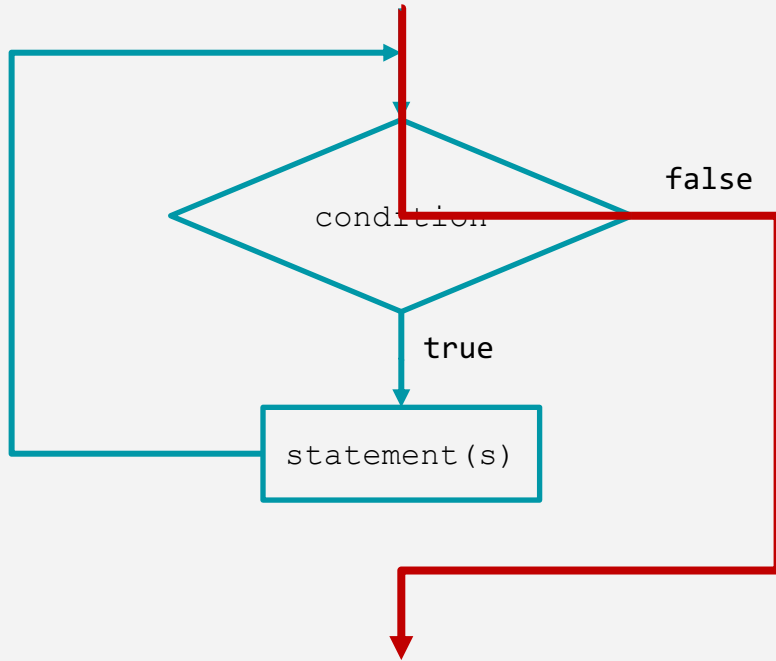
# Iteration statement: repeat-until

Flow chart:

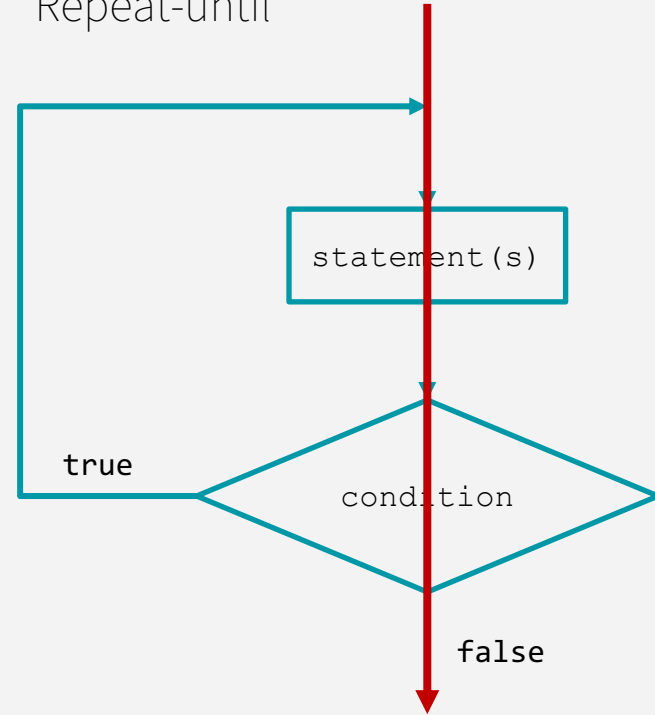


# Difference between iteration statements

While



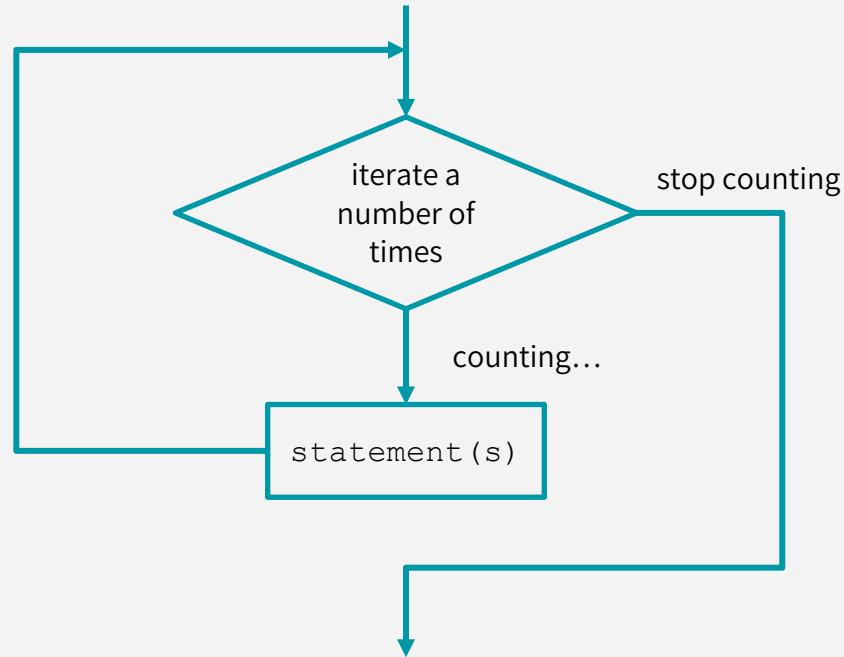
Repeat-until



In case the condition is **false**, **while** will skip the statements in the loop, whereas **repeat-until** will execute them at least once.

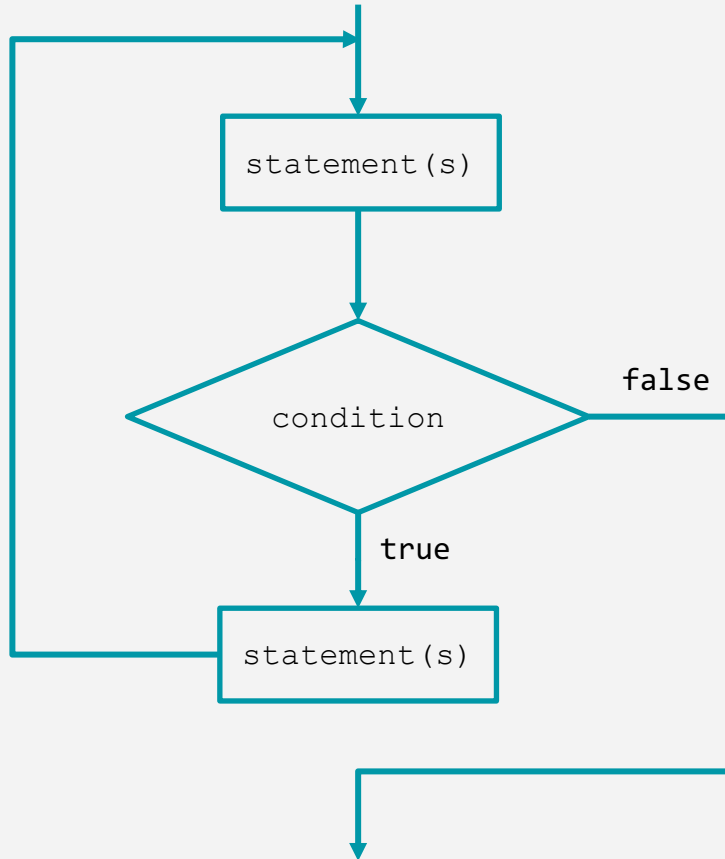
# Iteration statement: counting

Flow chart:



# Example of a non-structured statement

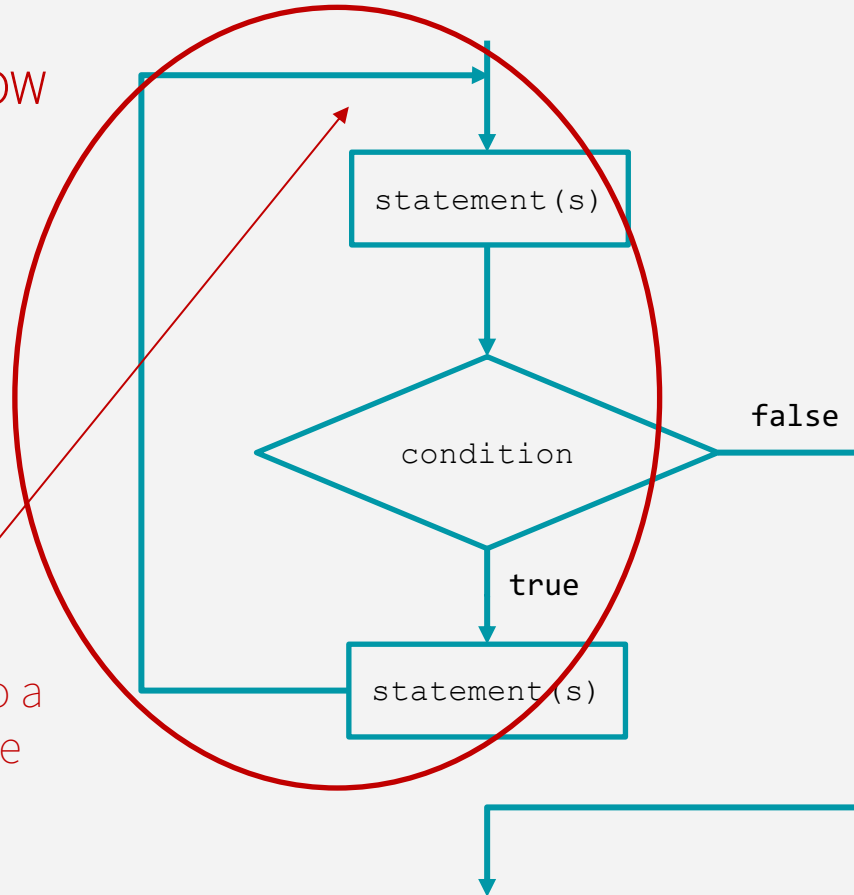
THIS IS A WRONG FLOW CHART!



# Example of a non-structured statement

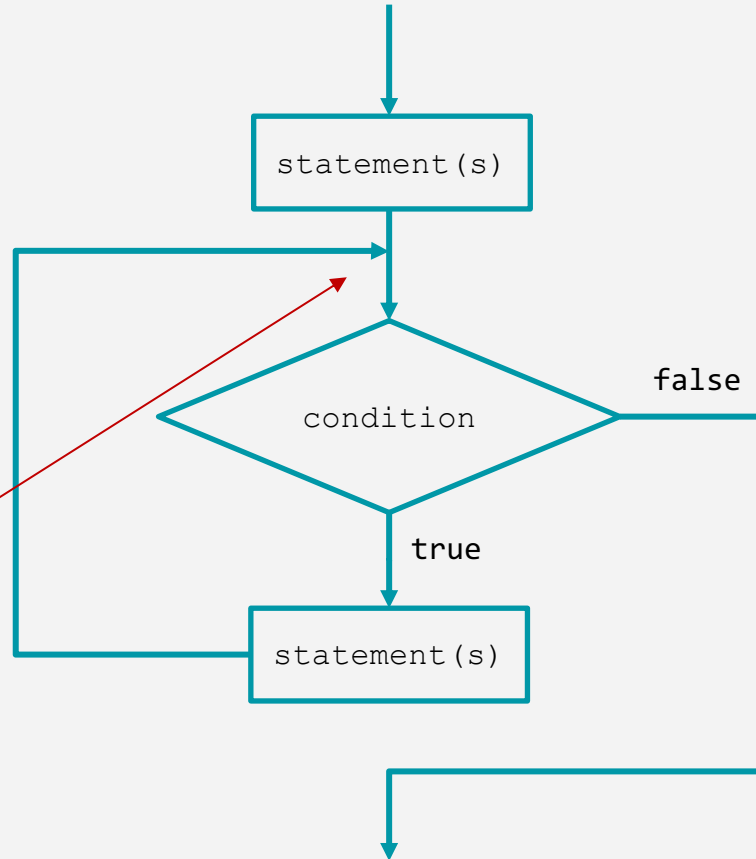
THIS IS A WRONG FLOW CHART!

The loop is jumping to a random location of the flow chart...!



# Example of a structured statement

THIS IS A CORRECT  
FLOW CHART



Instead, it should return  
exactly before the  
condition, which is a  
controlled location!