Flowchart

Flowchart

- Pictorial representation of algorithm
- Represents flow of control and logic in the solution to the problem
- Uses different symbols for describing activities.

Symbols

- Terminal symbol

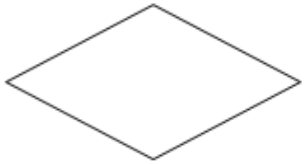
It is used to represent the start, end of the program logic.

- Input/Output

- Process Symbol

It is used to represent the calculations, data movements, initialization operations etc,.

- Decision Symbol



It is used to denote a decision to be made at that point

- Flow lines

It is used to connect the symbols

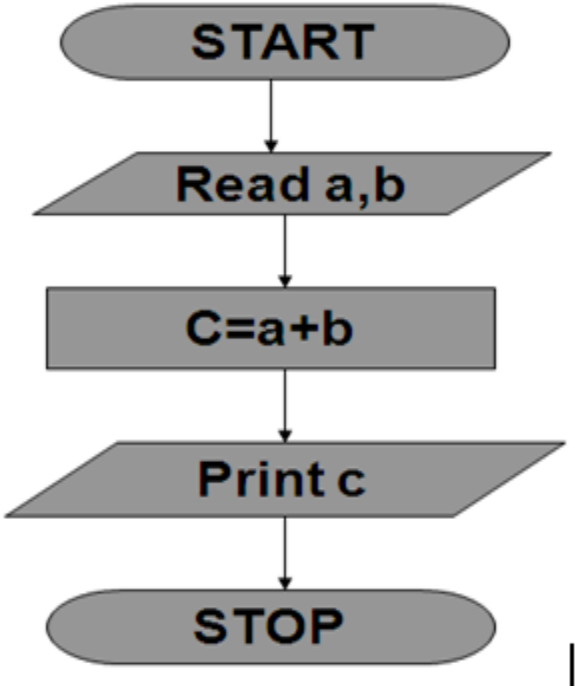
- Connectors

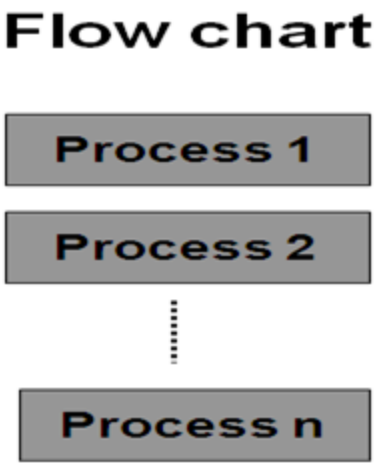
It is used to connect the flow lines.

- Guidelines for preparing flowcharts
  - It should be simple.
  - Standard symbols should be used.
  - The flow lines should not intersect each others

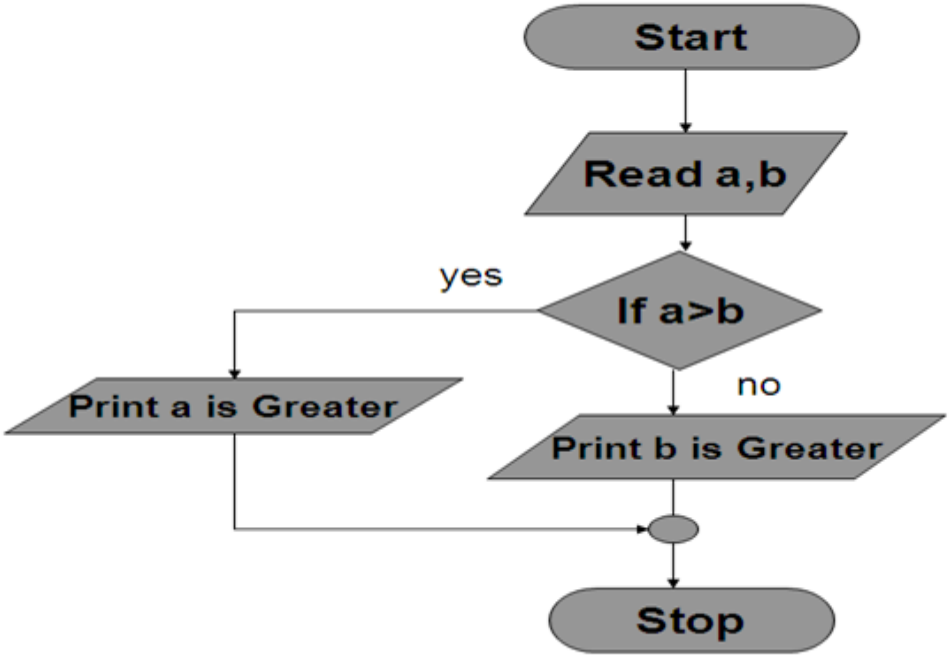
Examples

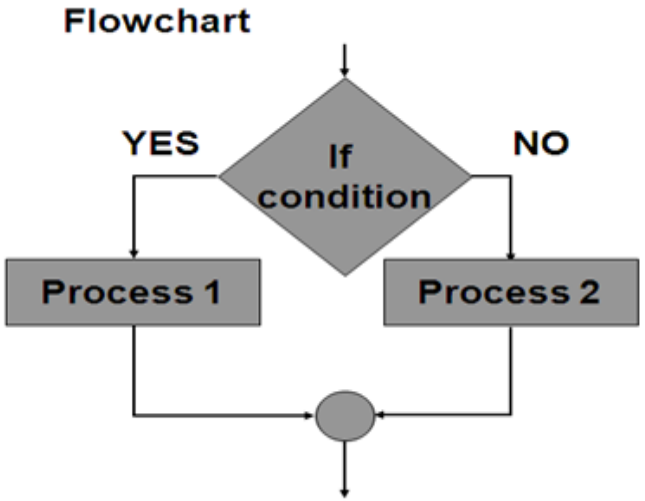
Adding two numbers : sequential structure



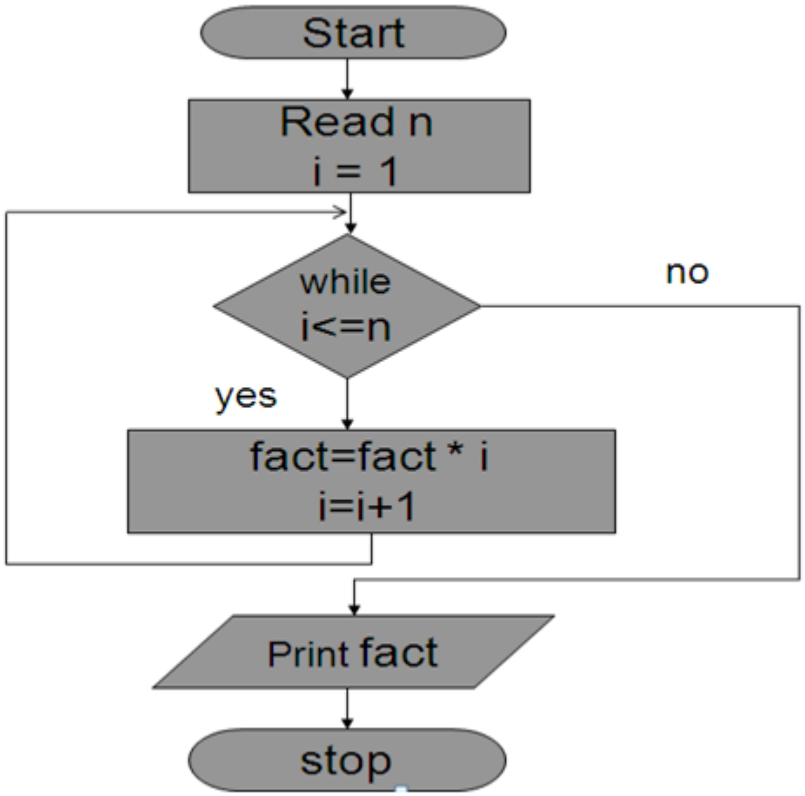


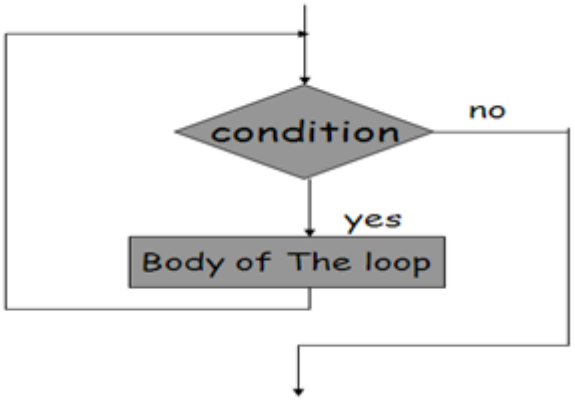
Greatest among two numbers : Selection Control Structure





Factorial of n numbers : Looping





- Benefits of Flowcharts
  - Makes Logic Clear
  - Communication
  - Effective Analysis
  - Useful in coding
  - Useful in Testing etc,.
- Limits of Flowcharts
  - It is difficult to use flowcharts for large program
  - Difficult to modify