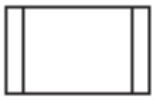
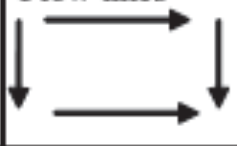
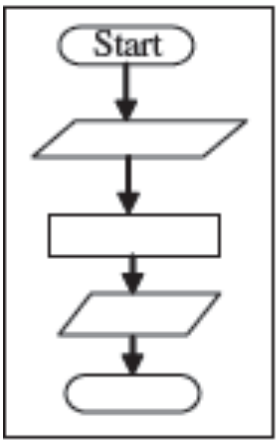
Documenting a Process

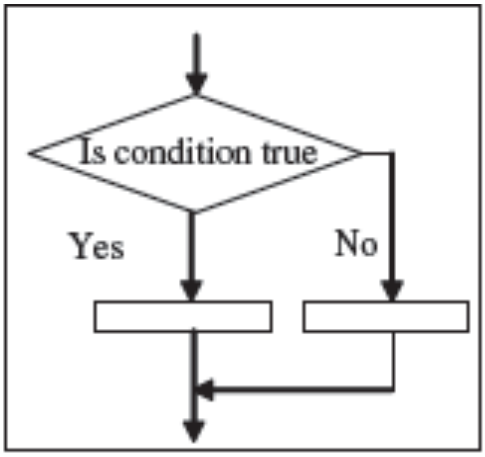
Flow chart symbols

Process 	Alternate process 	Decision 	Data 	Predefined process 
Internal storage 	Document 	Multi document 	Terminator 	Preparation 
Manual input 	Manual operation 	Connector 	Off-page connector 	Card 
Punched tape 	Summing junction 	OR 	Collate 	Sort 
Extract 	Merge 	Stored data 	Delay 	Sequential access storage 
Magnetic disk 	Direct access storage 	Display 	Flow lines 	

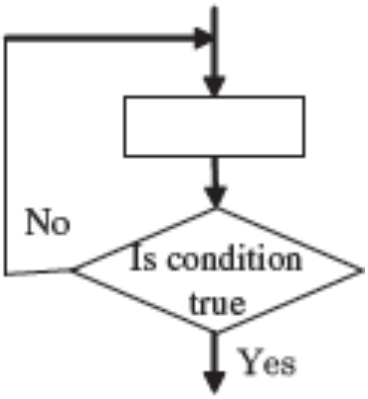
Control Structures



Sequence

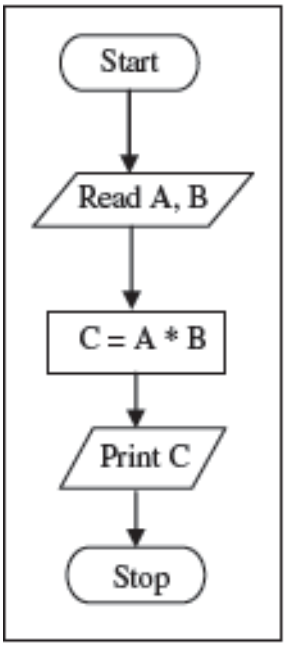


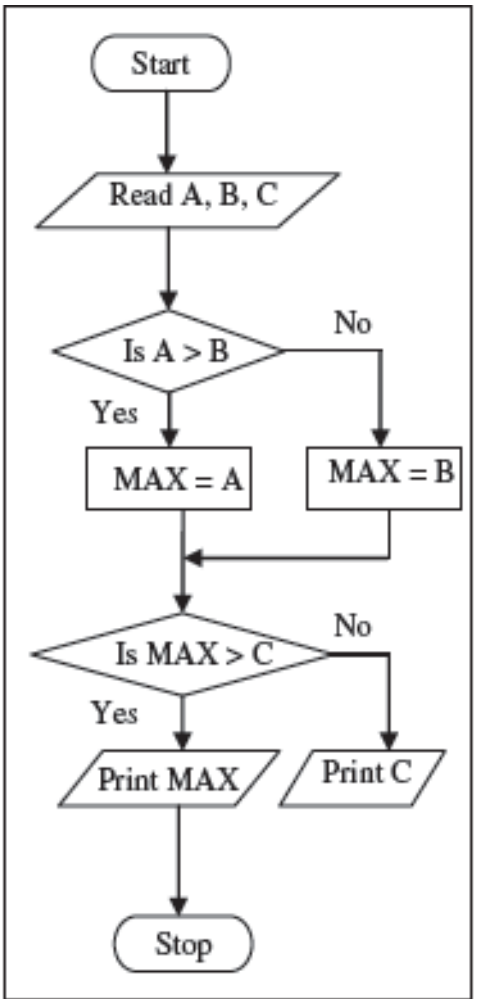
Selection

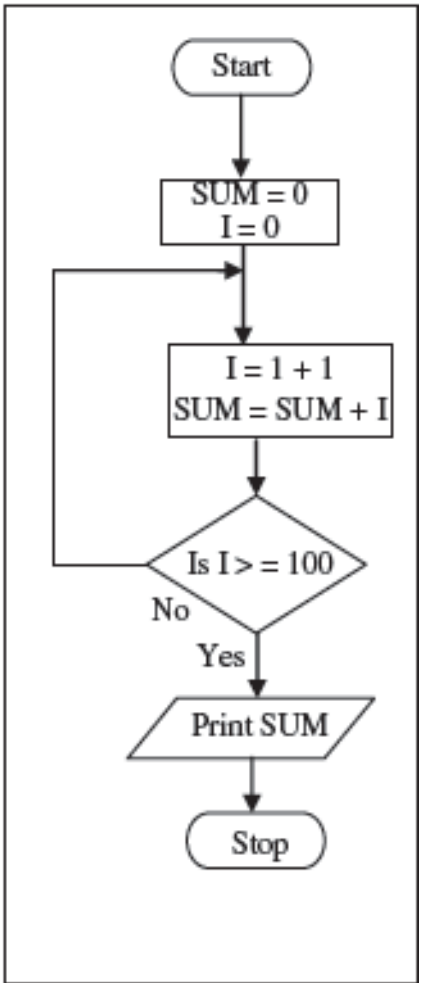


Iteration

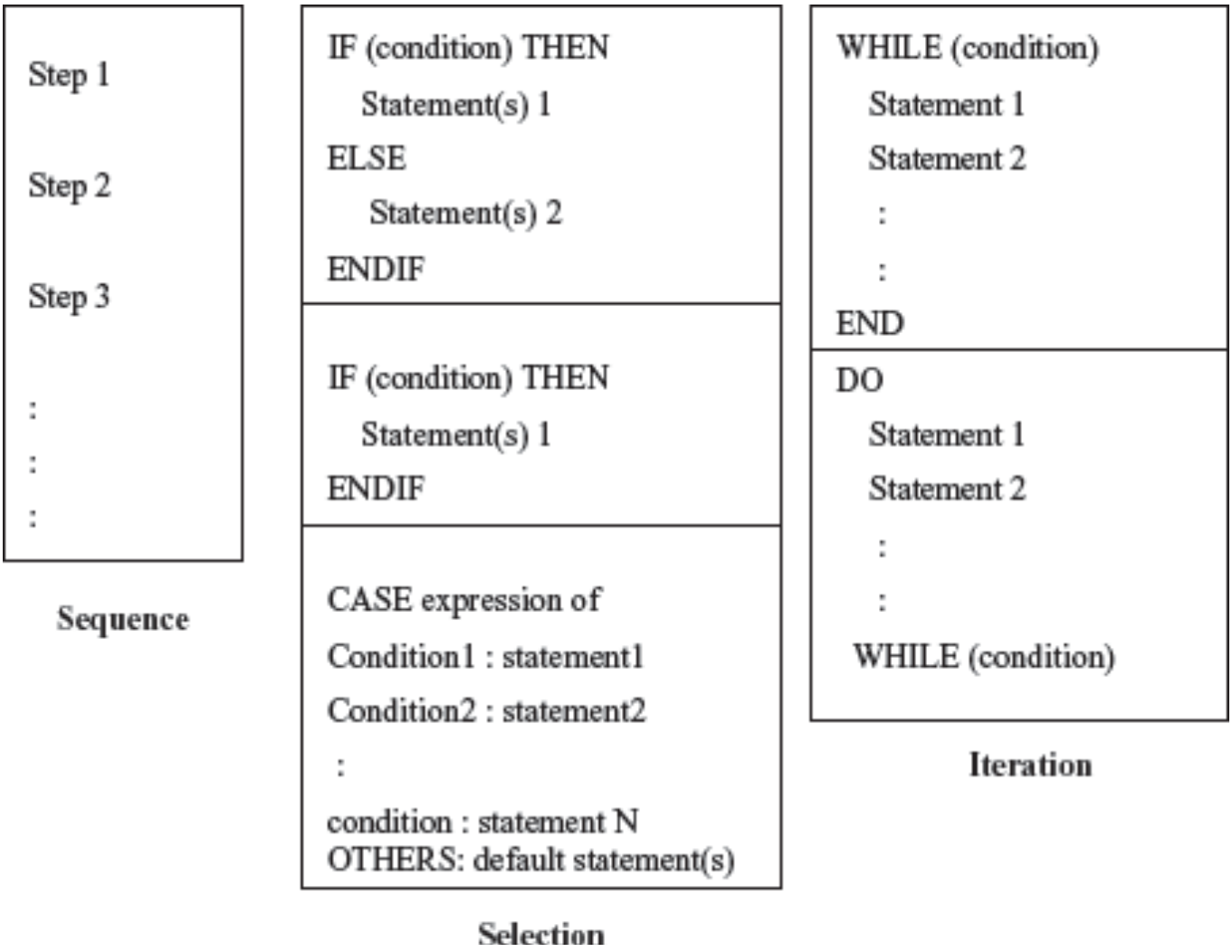
Sample FlowChart







Pseudo Code Control Structures



Example pseudo code

```
READ values of A and B
COMPUTE C by multiplying A with B
PRINT the result C
STOP
```

(i) Find product of any two numbers

```
READ values of A, B, C
IF A is greater than B THEN
      ASSIGN A to MAX
ELSE
      ASSIGN B to MAX
IF MAX is greater than C THEN
      PRINT MAX is greatest
ELSE
      PRINT C is greatest
STOP
```

(ii) Find maximum of any three numbers

```
INITIALIZE SUM to zero
INIT IALIZE I to zero
DO WHILE (I less than 100)
      INCREMENT I
     ADD I to SUM and store in SUM
PRINT SUM
STOP
```

(iii) Find sum of first 100 integers

Difference between Algorithm, Flowchart, and Pseudo Code: An algorithm is a sequence of instructions used to solve a particular problem. Flowchart and Pseudo code are tools to document and represent the algorithm. In other words, an algorithm can be represented using a flowchart or a pseudo code. Flowchart is a graphical representation of the algorithm. Pseudo code is a readable, formally styled English like language representation of the algorithm. Both flowchart and pseudo code use structured constructs of the programming language for representation. The user does not require the knowledge of a programming language to write or understand a flowchart or a pseudo code.

Lucid chart offers a solution to assist with creating a process map based on your current understanding of process documentation.

https://www.lucidchart.com/pages/process-documentation

I found this very helpful in the event that I need to go ahead now and try it so I am going to experiment around with this on my next Class I am working on during the rest of this week's development work.

I could not help but look for the way we used to have to do things not that there is anything wrong with the old ways, but this looks so much more frustrating.

http://sce2.umkc.edu/BIT/burrise/pl/appendix/Software_Documentation_Templates/

The whole process is laid out here with templates and excel spreadsheets. I could not imagine going back this far with the technology we use today. But I included the link just in case I need to fall back on good old pen and paper days.