Realino, Jose Mari Carmelo G.

PROGCON – BMMA 192

A4: Flowgorithm Exercises

1. Adding two numbers

A close up of a sign

Description automatically generated

Discussion: In creating the flow for this program, I ask to input the two digits for combining (num1 and num2), first. Then, to add both digits, I assigned the sum to add both num1 and num2, and to conclude the program, it should print the sum.

1. Finding the area of a circle

A screenshot of a cell phone

Description automatically generated

Discussion: To start with the program, I initialized all of the variables, first, by declaring each one to their specific task. Then, to determine whether the given is in radius or diameter, I ask to press either the number 1, if the given is in radius, or any other number but no. 1, if the given is in diameter, to initialize which variable to utilize and to solve with.

1. A screenshot of a cell phone

   Description automatically generatedDetermining of odd or even numbers

Discussion: To start with the program, I declared the number that the user will utilize to figure out whether if it’s odd or even. Then, to determine whether the number is odd or even, the number should be divisible by 2 for it to be even, or else the number would be considered odd.