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BSTM 191-HRO 191 PROGCRON

**R2: Introduction to Flowcharts**

Flowcharting is a pictorial presentation of a logical steps to solve a problem. It is like a pseudocode but in here you’re going to make a process o solve the problem. While doing the flowcharting I though it would be going to be easy but while in putting the instructions you’re going to encounter many problems for the system to read it. In pseudocodes it is only the list down of instruction your going to input in the flowchart.

Flowchart is also defined as a diagrammatic representation of an algorithm with a step by step approach to solve a task. It is use in analyzing designing documenting or managing a process or program in various fields. While doing the flowcharts I learned that the shapes while constructing it has a corresponding meaning. The arrow is called a flowline it is to show the process order of presentation. The rectangle is the decision it show the conditional operation that determines which path the program to take. The Parallelogram is the input/output this indicates the process in inputting and outputting data. This is some of the things I learn while doing a flowchart. And lastly the circle, it determines the start/ stop of the flowchart. This helps me to determine and analyze the problem and solve it. Also this gives me the idea of how a program works. This only shows that computers can obey natural language but also with a combination of programming language.