Flowcharts

Gary J. Minden January 31, 2017





Program Design

- Before writing code, we'll design an <u>initialization</u> subroutine and an <u>execute</u> subroutine
- We'll use a technique call <u>Flow Charts</u> that is a graphical representation of the program
- Flow Charts use a set of symbols to represent different actions of a program
- You can use Microsoft Visio on the EECS Windows computers to generate Flow Charts





Flow Charts -- Basic Symbols



• The entry and exit for a process is denoted with a rounded rectangle



Sequential code is indicated by a rectangle



A conditional test is indicated by a diamond



• Invoking a subroutine is denoted by a rectangle with two vertical lines.

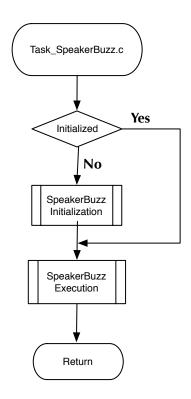


• An off-page connector is denoted by a circle.





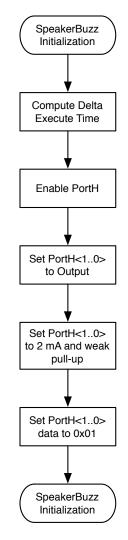
SpeakerBuzz Task







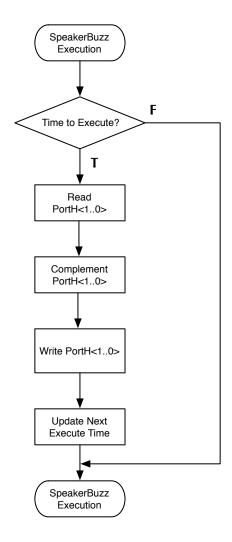
SpeakerBuzz Initialization







SpeakerBuzz Execute







SpeakerBuzz -- Next Steps

- Flow Charts help us visualize the organization of our programs
- The first set of Flow Charts describe what we want the program to do, not how to do it
 - The "What" becomes our program comments
- We refine our Flow Charts to specify <u>how</u> to accomplish our program goals
 - We use the subroutines in TI DriverLib to implement our program





Pseudocode

- A second approach is to write the outline of a program in a "Pseudolanguage"
- The focus is on what to do, not the how or syntax
- Basic constructs:

FUNCTION is description of a single task in design

SEQUENCE is a linear progression where one task is performed sequentially after another. WHILE is a loop (repetition) with a simple conditional test at its beginning. IF-THEN-ELSE is a decision (selection) in which a choice is made between two alternative courses of action.

REPEAT-UNTIL is a loop with a simple conditional test at the bottom.

CASE is a multiway branch (decision) based on the value of an expression.

CASE is a generalization of IF-THEN-ELSE.

FOR is a "counting" loop.





SpeakerBuzz -- Task





SpeakerBuzz -- Initialization





SpeakerBuzz -- Execution





Development of Pseudocode

- Initial Pseudocode can be vague
 - What does <Time to execute> mean?
 - What should the "delta interval" be?
 - What does it mean to <Enable PortH>
- Refine Pseudocode
 - Recognize <Time to execute> requires a CurrentTime and and ExecuteTime
 - These become state variables in your program
 - Recognize the "delta interval" is related to the sound frequency you want to generate
 - This is determined by the physical system
 - Recognize that <Enable PortH> is a hardware related function
- Refine your Pseudocode **before** <u>writing</u> your program





Additional Resources

- Creately flowchart tutorial: http://creately.com/blog/diagrams/flowchart-tutorial/
- Pseudocode: http://www.ittc.ku.edu/~gminden/Embedded_Systems/
 PDFs/Pseudocode Standard.html
- Microsoft Visio: http://technology.ku.edu/office
- A Flow Chart "Cheat Sheet" is at: http://www.ittc.ku.edu/~gminden/ Embedded Systems/PDFs/flow-chart-symbols.png
- IBM's Flow Chart Techniques is at: http://www.ittc.ku.edu/ ~gminden/Embedded_Systems/PDFs/IBM-FlowchartingTechniques-GC20-8152-1.pdf





Actions

- Read the Creately tutorial at: http://creately.com/blog/diagrams/flowchart-guide-flowchart-tutorial/
- Read the Pseudocode_Standard: http://www.ittc.ku.edu/~gminden/ Embedded_Systems/PDFs/Pseudocode_Standard.html
- Be prepared to apply these techniques in class



