Names: Day 6– Flowcharting Conditionals

CS100 - August 29, 2022

1. Create a flowchart from code in Zybooks Figure 3.3.1
2. Create a flowchart from code in Zybooks Figure 3.7.1
3. Write a novel program description that matches the flowchart below. Code the program that implements the logic you describe.

Diagram

Description automatically generated

**Flowcharting Conditional**

**Goal**: To practice identifying program examples that meet specific criteria

Flowcharts capture the features of an algorithm without relying upon any specific programming language. They are used to plan and communicate the design of a program. They can depict a program at very high level of abstraction or be so detailed that each block represents a single statement. Flowcharts usually describe logic at a spoken language level to facilitate communication of significant flow elements.

More information on flowcharts:

* <https://www.zenflowchart.com/guides/flowchart-in-c-programming>
* <https://www.zenchart.com/flowchart>

**Instructions**:

Questions 1-2: Draw a flowchart that matches the code in the indicated in each Zybooks figure

Question 3: Write a programming problem that matches the logic in the flowchart. Write out the code that implements the problem you describe.

A picture containing diagram

Description automatically generatedDiagram

Description automatically generated

Text

Description automatically generated with medium confidence

**Examples of programs that match flow charts**

Diagram

Description automatically generatedGraphical user interface, text, application, email

Description automatically generatedA diagram of a flowchart

Description automatically generated with low confidenceGraphical user interface, text, application, email

Description automatically generatedGraphical user interface, text

Description automatically generated