



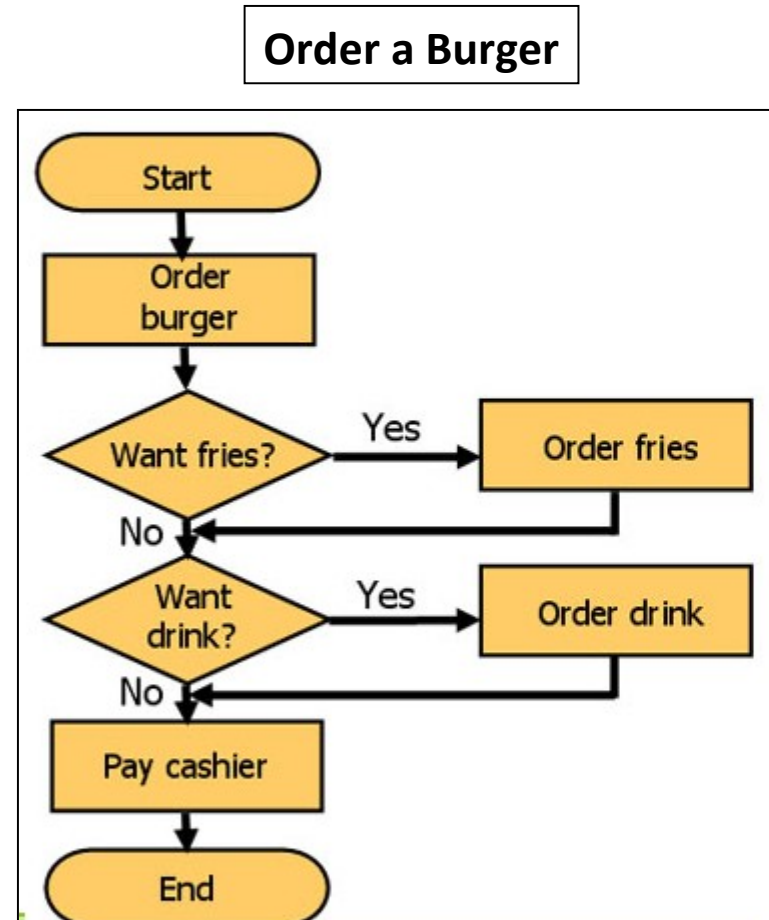
# **FLOW CHARTS**

## **UNLEASH THE FURY!**

# What is flow chart?

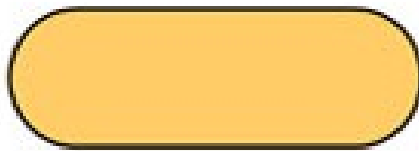
A flow chart shows the break down of a task into separate steps

They can be used to represent how programs work



# Flow Chart Symbols

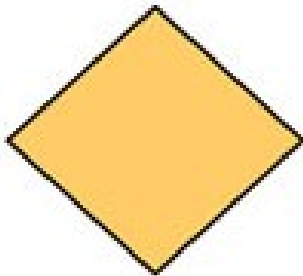
Flow charts use *standard* symbols to represent different activities. Having standard symbols means that the diagrams are *universally understood*



'Start' or 'End'



'Action' or  
'Process'



'Decision'



Input or Output



Data Storage



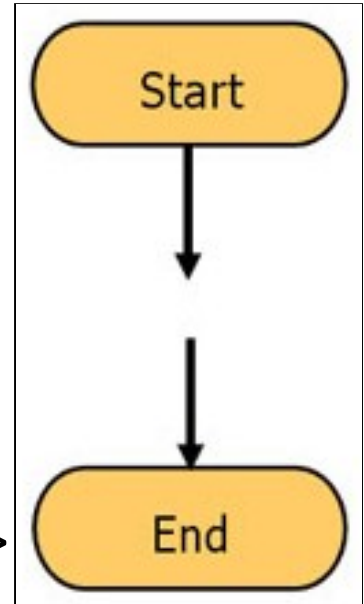
Delay

# Drawing Flow Charts

- When drawing a flow diagram, every stage should be listed in a logical order.
- It should neat
- Easy to follow
- No room for misunderstanding or ambiguity

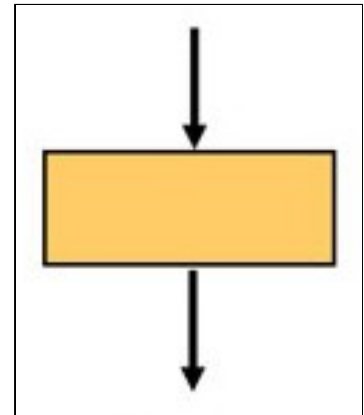
# Drawing Flow Charts

All flow charts have a **Start** point using this symbol ->



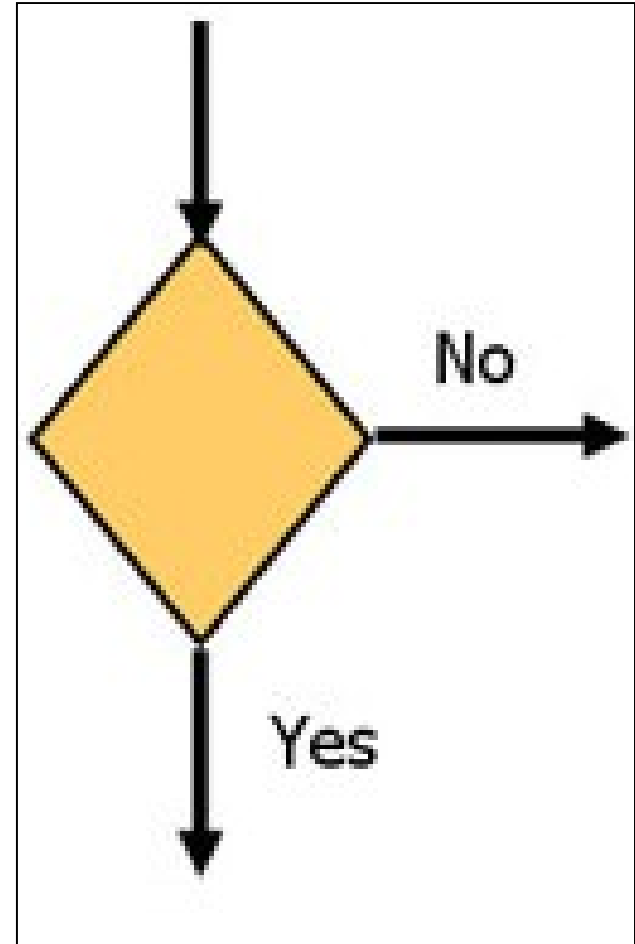
All flow charts have an **End** point using this symbol ->  
This is the 'terminator'. It ends the flow.

All flow charts have at least one process box ->  
The direction of flow is one way



# Drawing Flow Charts

Only one flow line should enter a decision symbol but two or three lines may leave it depending on the options that can be chosen



# Advantages of Flow Charts

- A good way to communicate the details of a task or processes to others
- An excellent way of documenting each stage of the process
- Acts a blue print guiding the programmer through the development

# Disadvantages of Flow Charts

- Some tasks are difficult to represent using a flow chart
- If an alteration is made then the flow chart may need to be redrawn
- People need to understand what the symbols mean