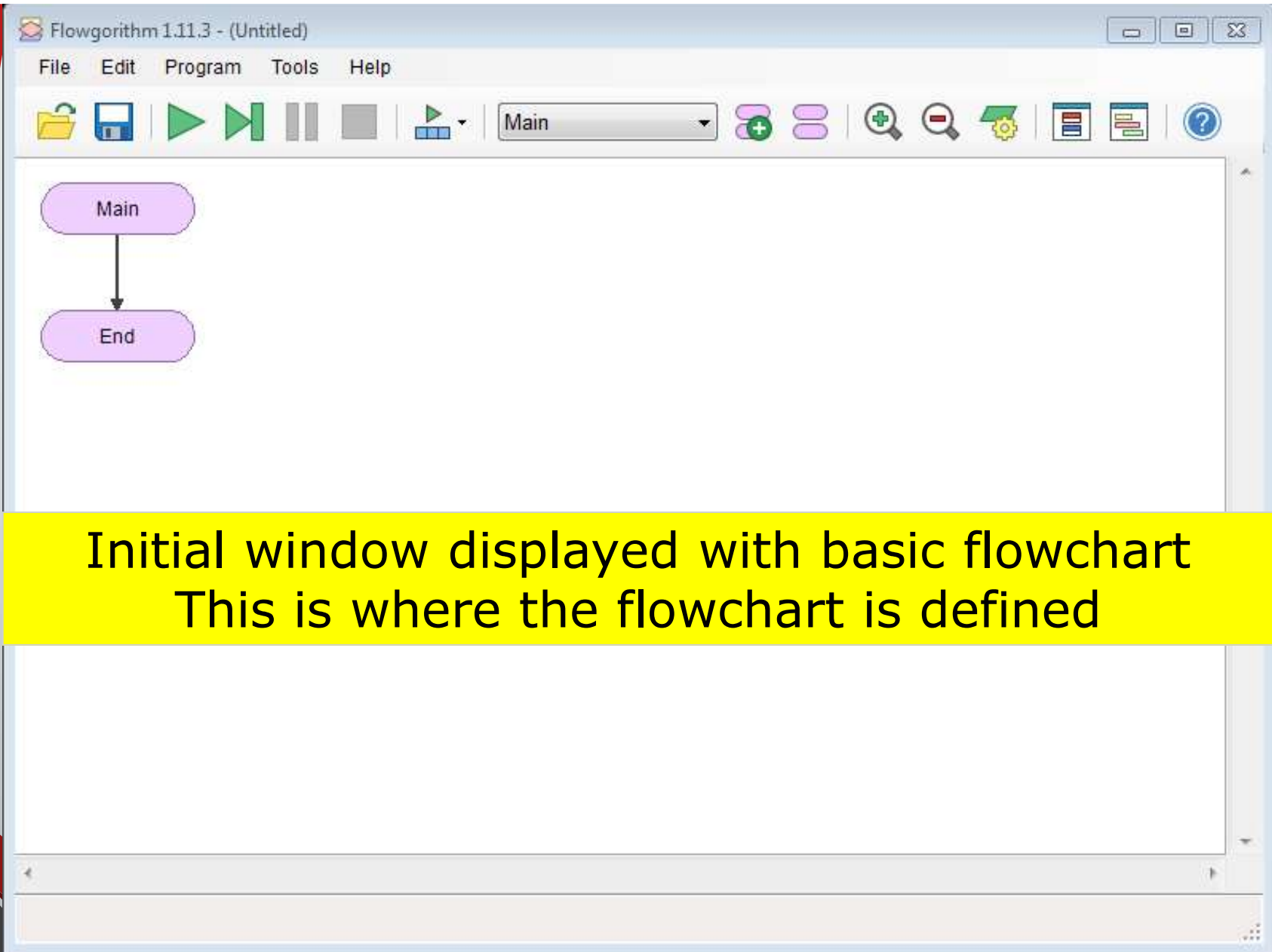


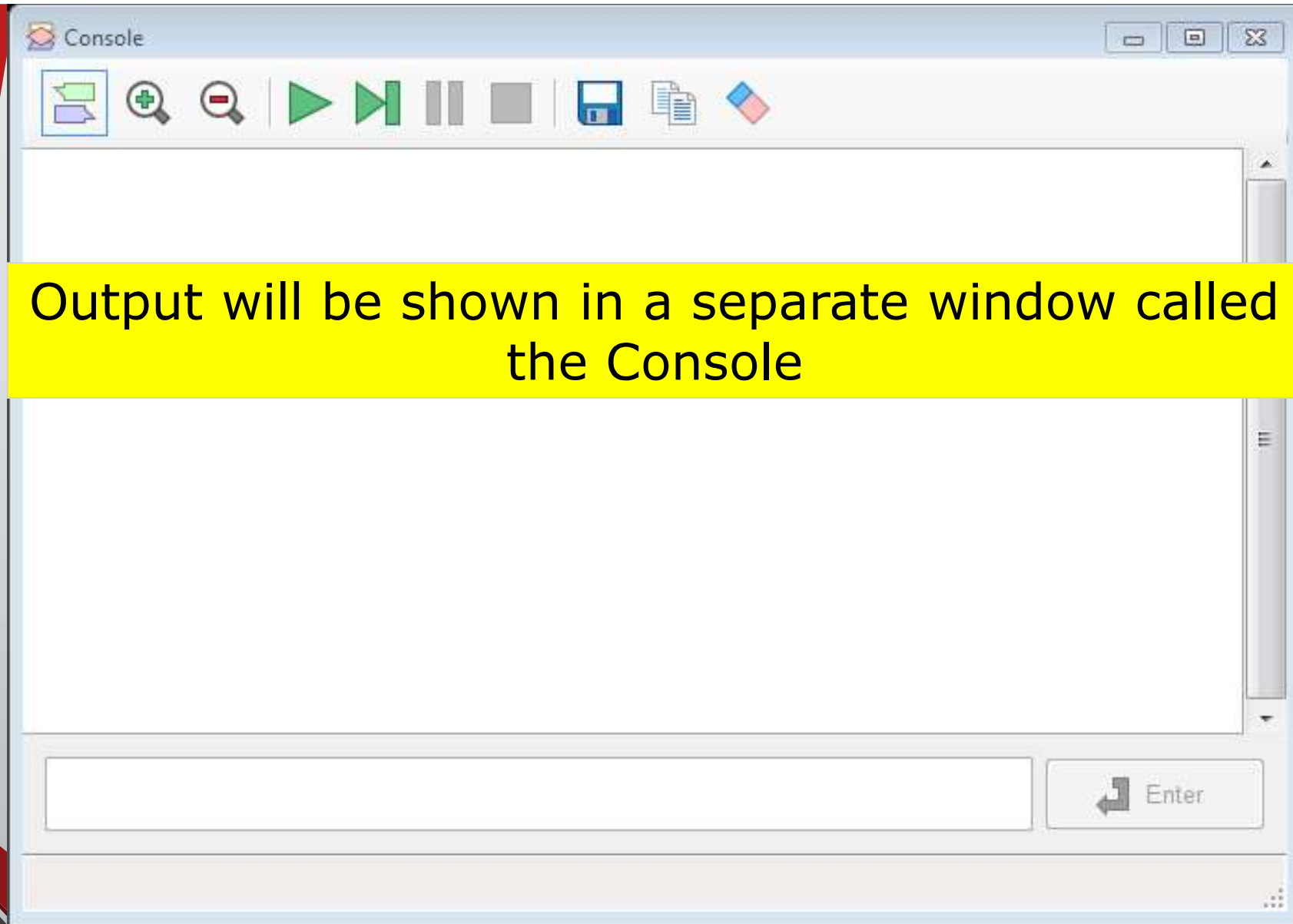


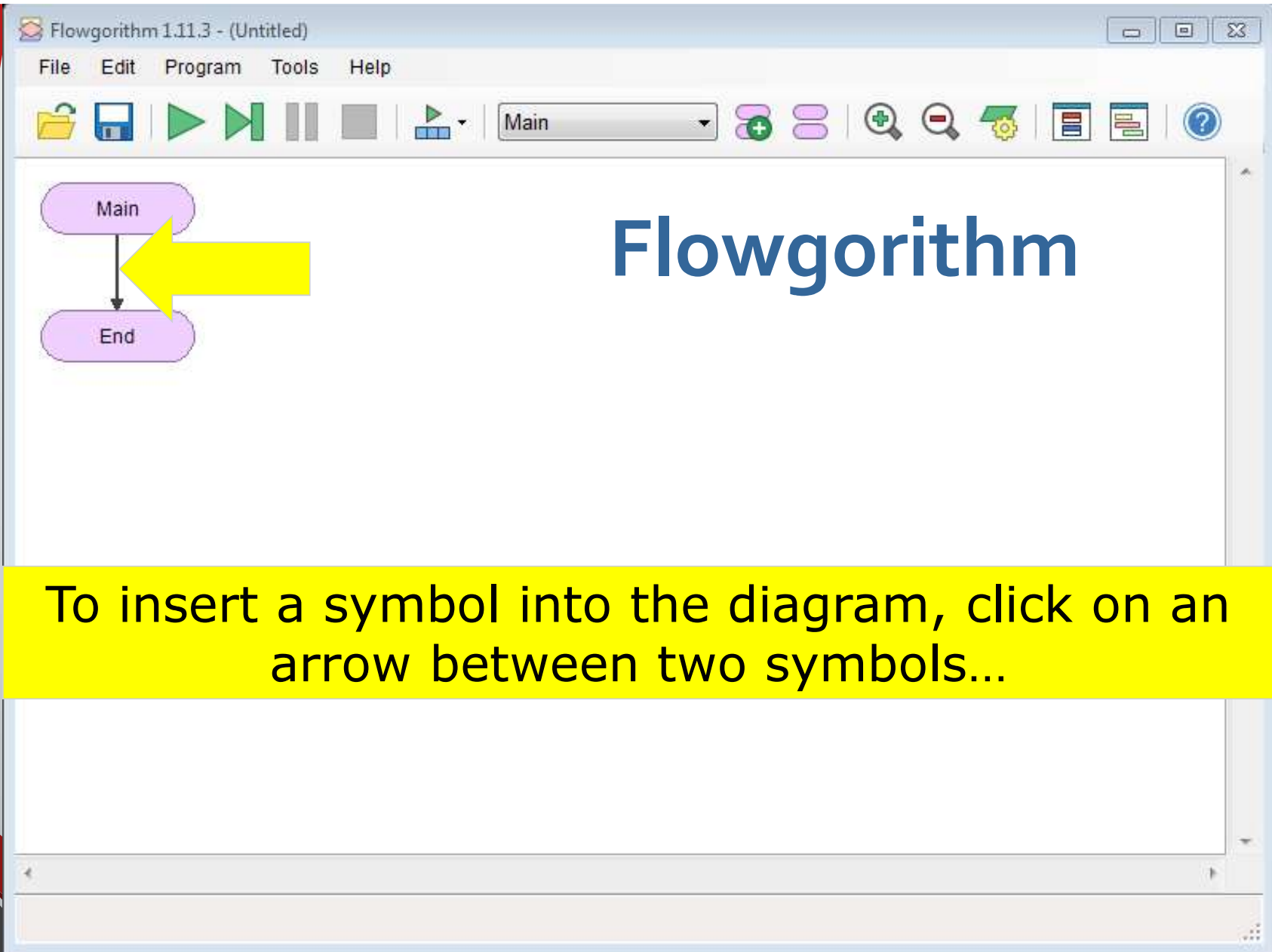
FLOWGORITHM LAB

SESSION #F1



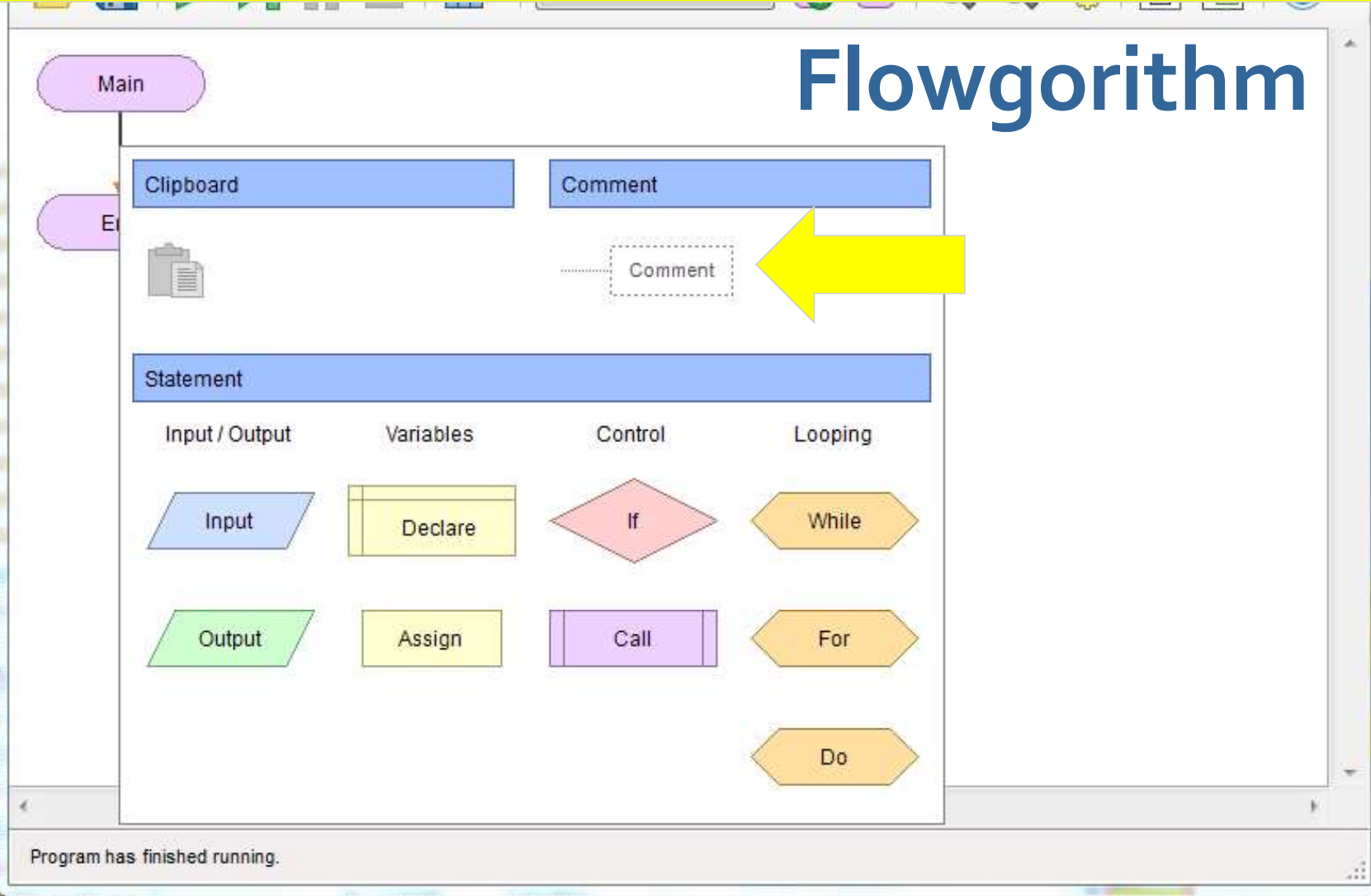
Initial window displayed with basic flowchart
This is where the flowchart is defined

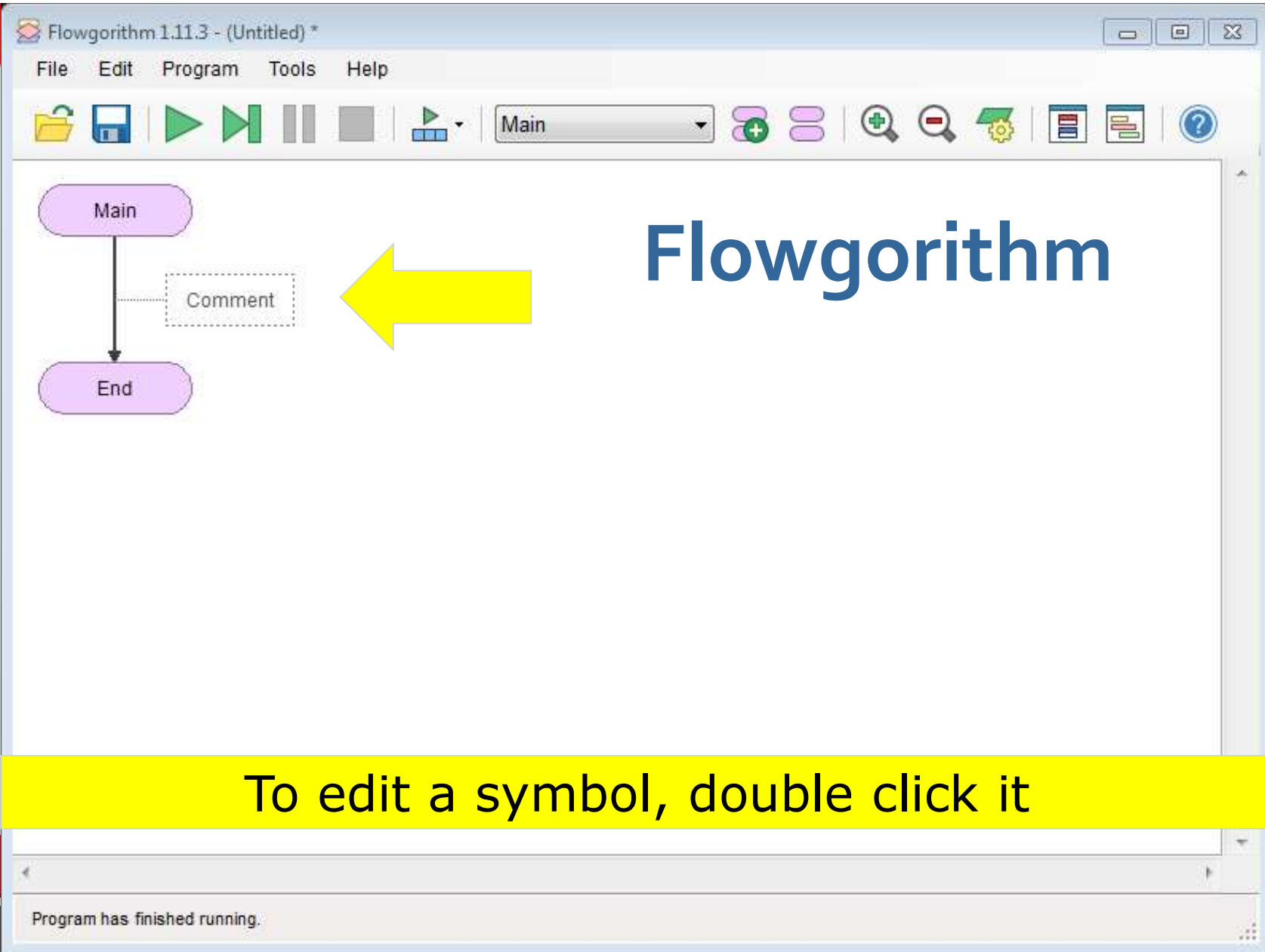


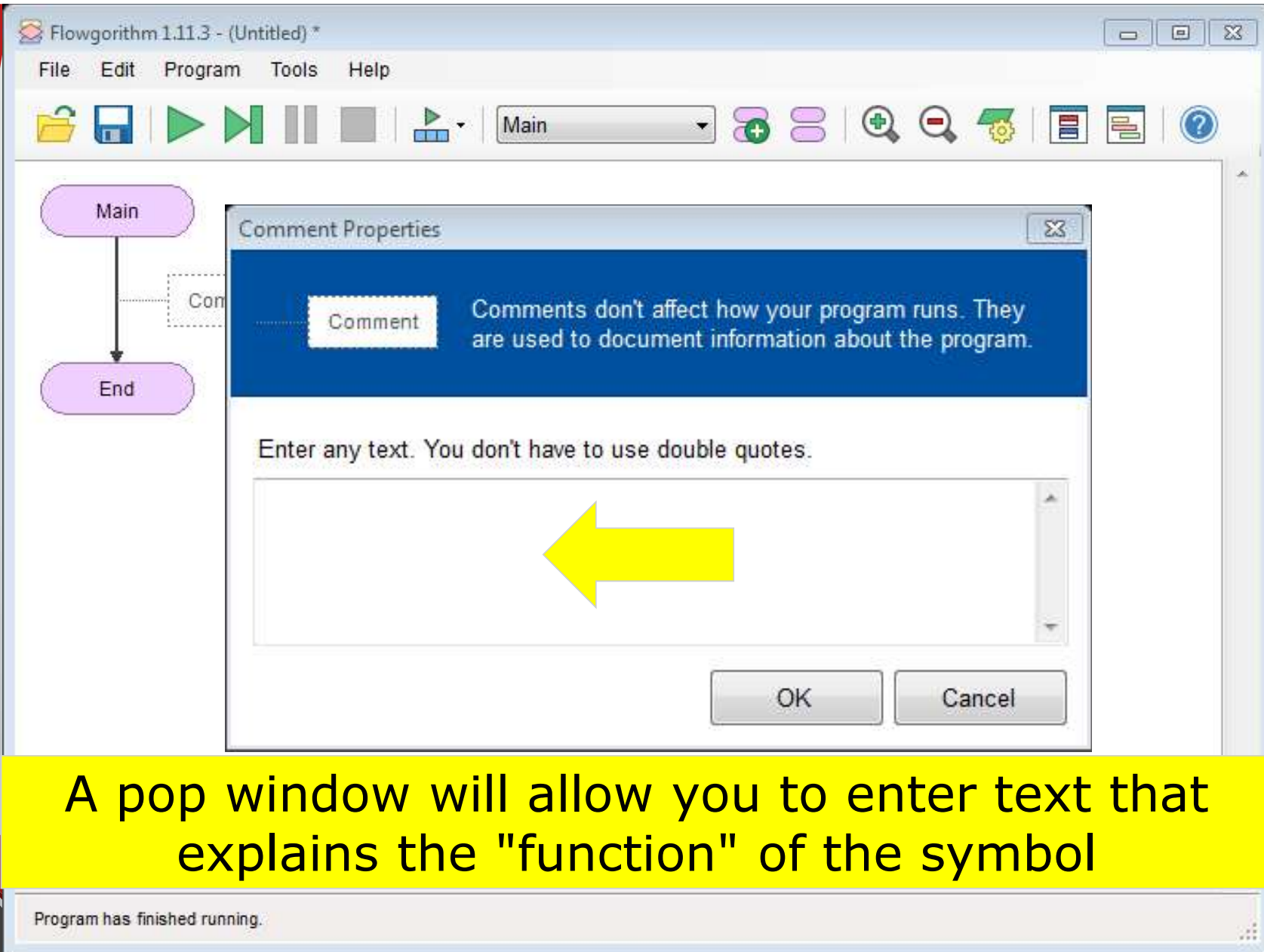


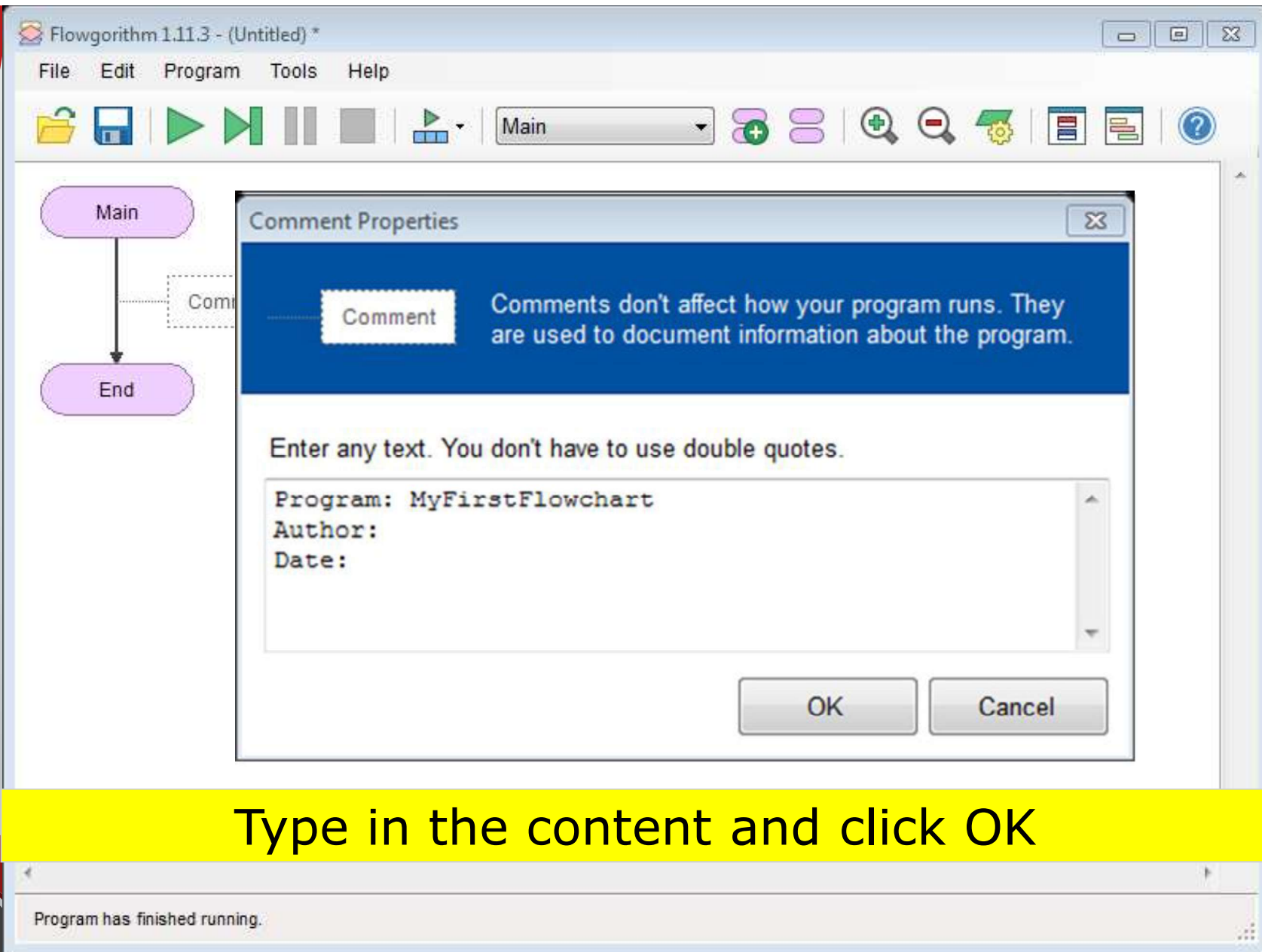
A pop-up menu with options will be displayed
Comments can be added like this:

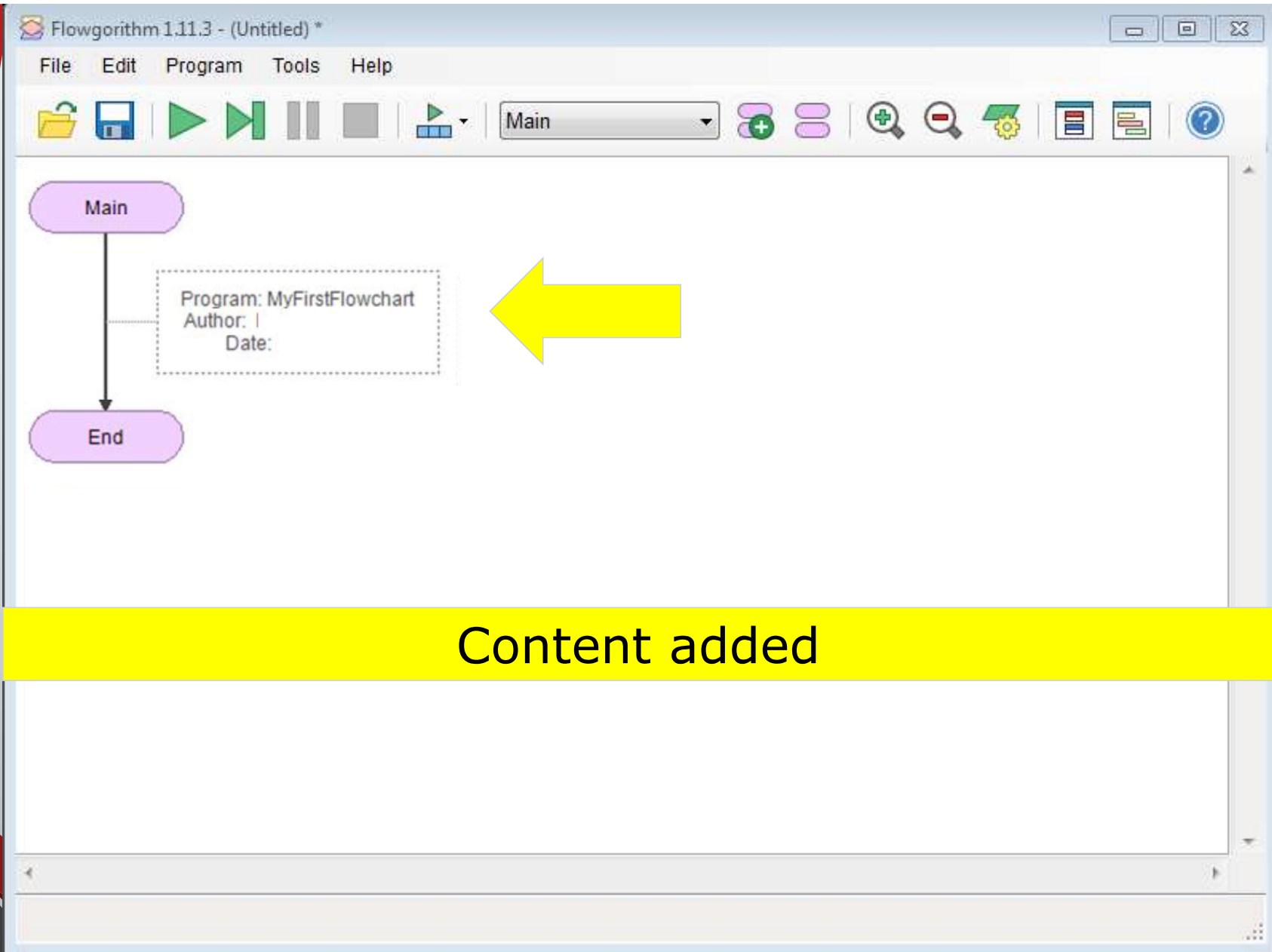
Flowgorithm





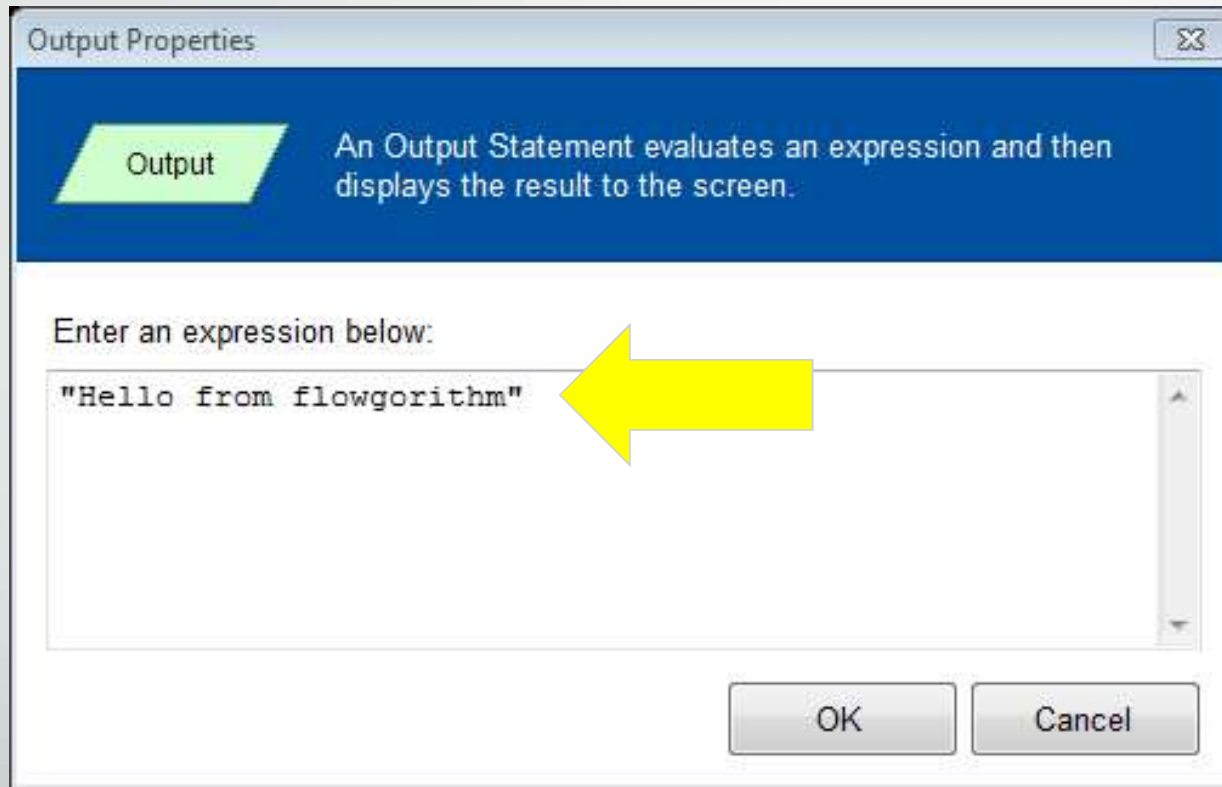




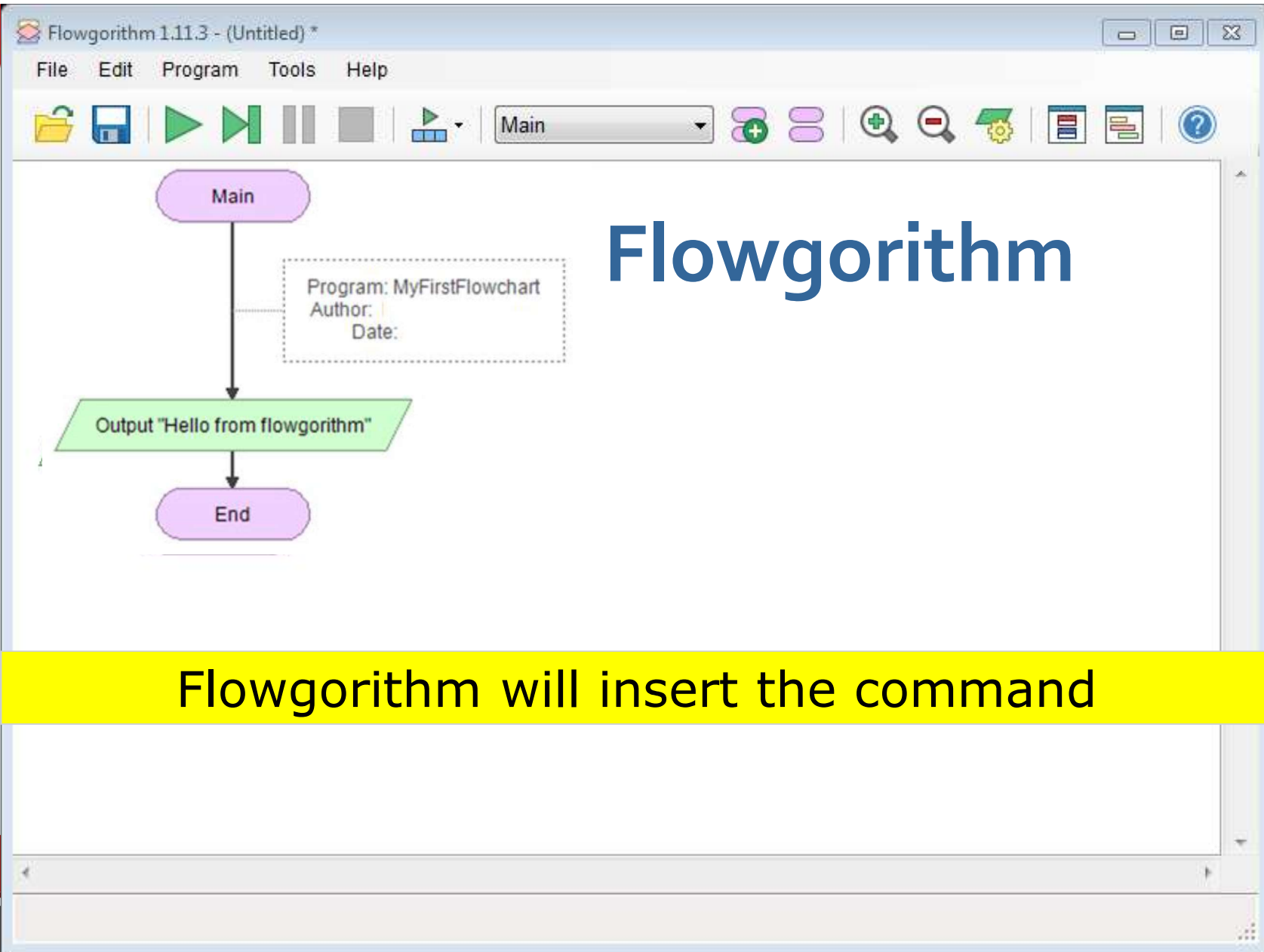


Content added

Flowgorithm



When defining executable symbols often don't have to specify the "command" like **Output**



Flowgorithm 1.11.3 - [Untitled]

File Edit Program Tools Help

Main

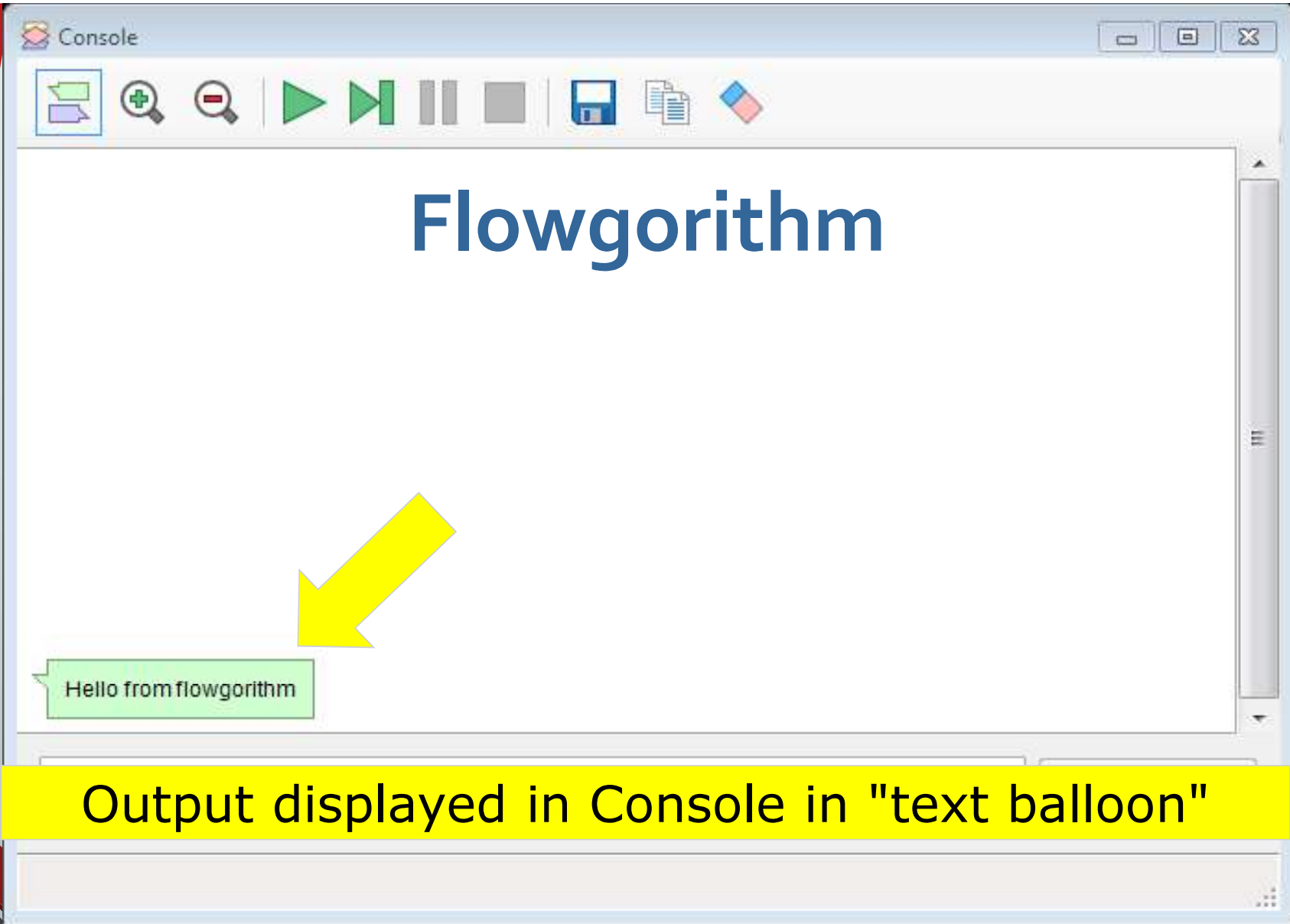
Program: MyFirstFlowchart
Author:
Date:

Output "Hello from flowgorithm"

End

Flowgorithm

To run, click the Execute to Completion button

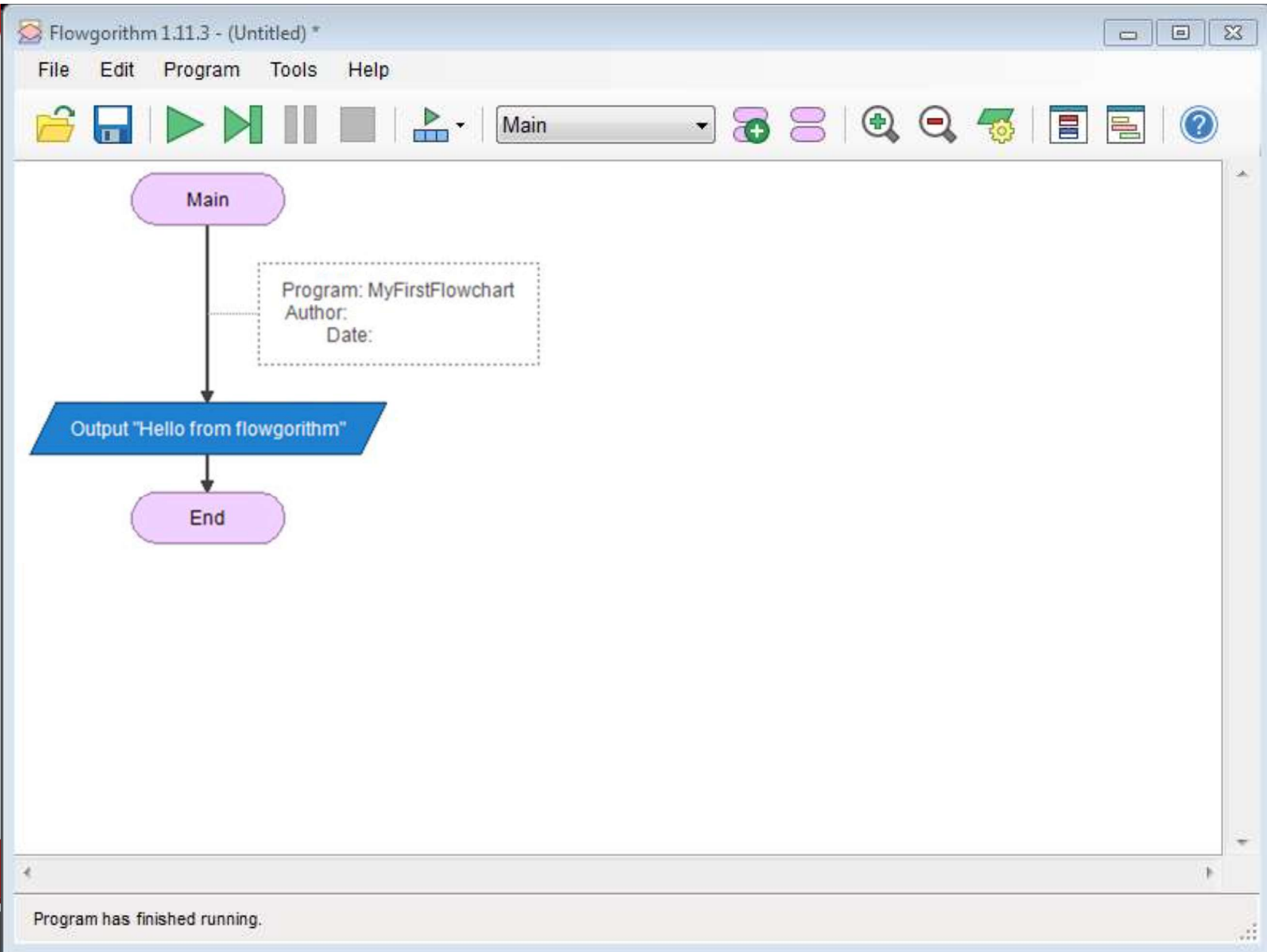


The screenshot shows the Flowgorithm 1.11.3 application window. The title bar reads "Flowgorithm 1.11.3 - (Untitled) *". The menu bar includes "File", "Edit", "Program", "Tools", and "Help". The toolbar contains icons for file operations (open, save), flowchart navigation (play, step-through, pause, stop), a dropdown menu currently set to "Main", and other utility icons like zoom and help. The main workspace displays a flowchart with three symbols: a purple oval labeled "Main", a blue parallelogram labeled "Output 'Hello from flowgorithm'", and a purple oval labeled "End", connected by downward arrows. To the right of the flowchart is a dashed box containing the text "Program: MyFirstFlowchart", "Author:", and "Date:". A large blue text "Flowgorithm" is overlaid on the right side of the workspace. Below the workspace, a yellow text box contains the instruction: "To delete a symbol, draw a box around the symbol(s) with the cursor (symbol will change color) & press the Delete key". At the bottom of the window, a status bar displays the message "Program has finished running."

Flowgorithm

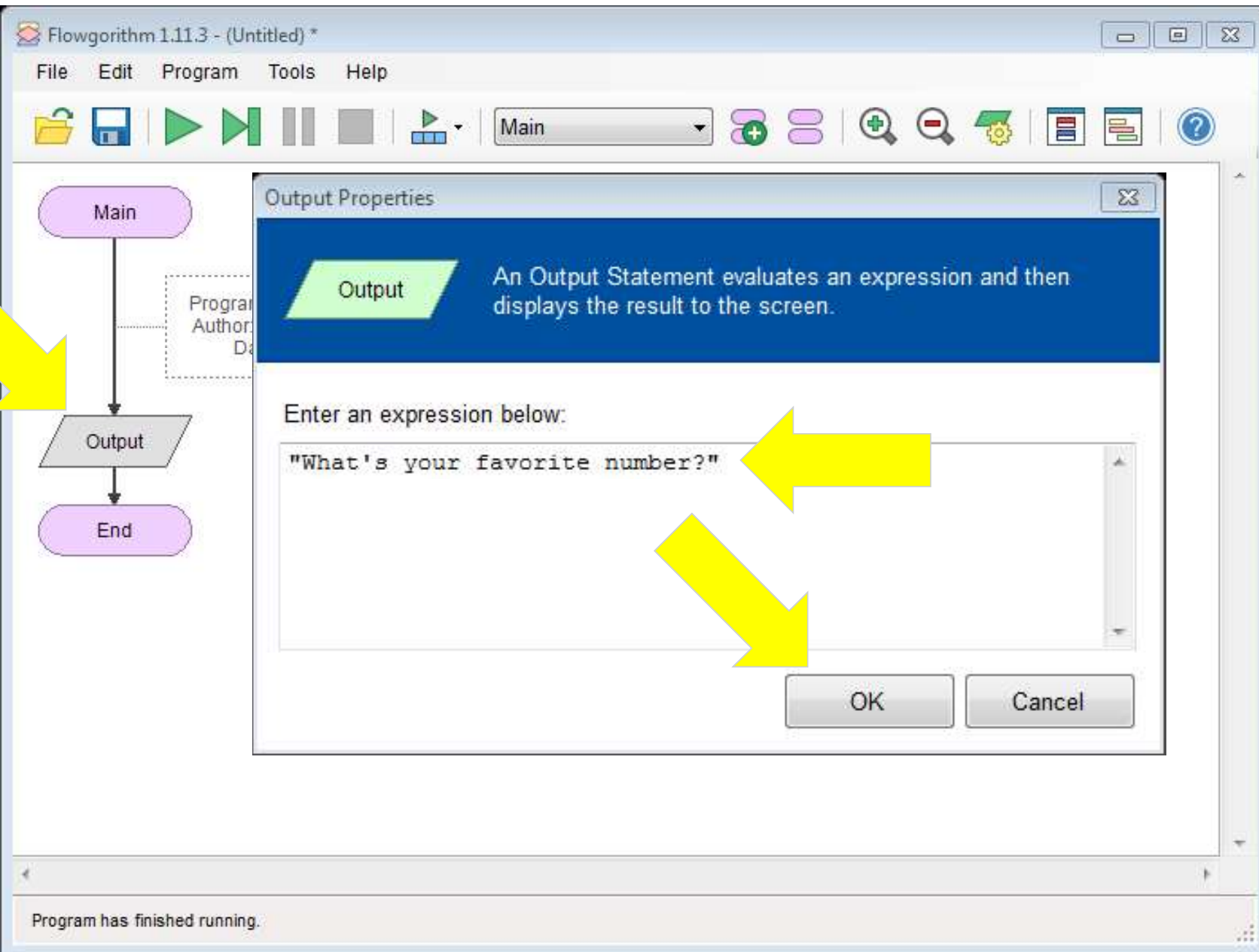
To delete a symbol, draw a box around the symbol(s) with the cursor (symbol will change color) & press the Delete key

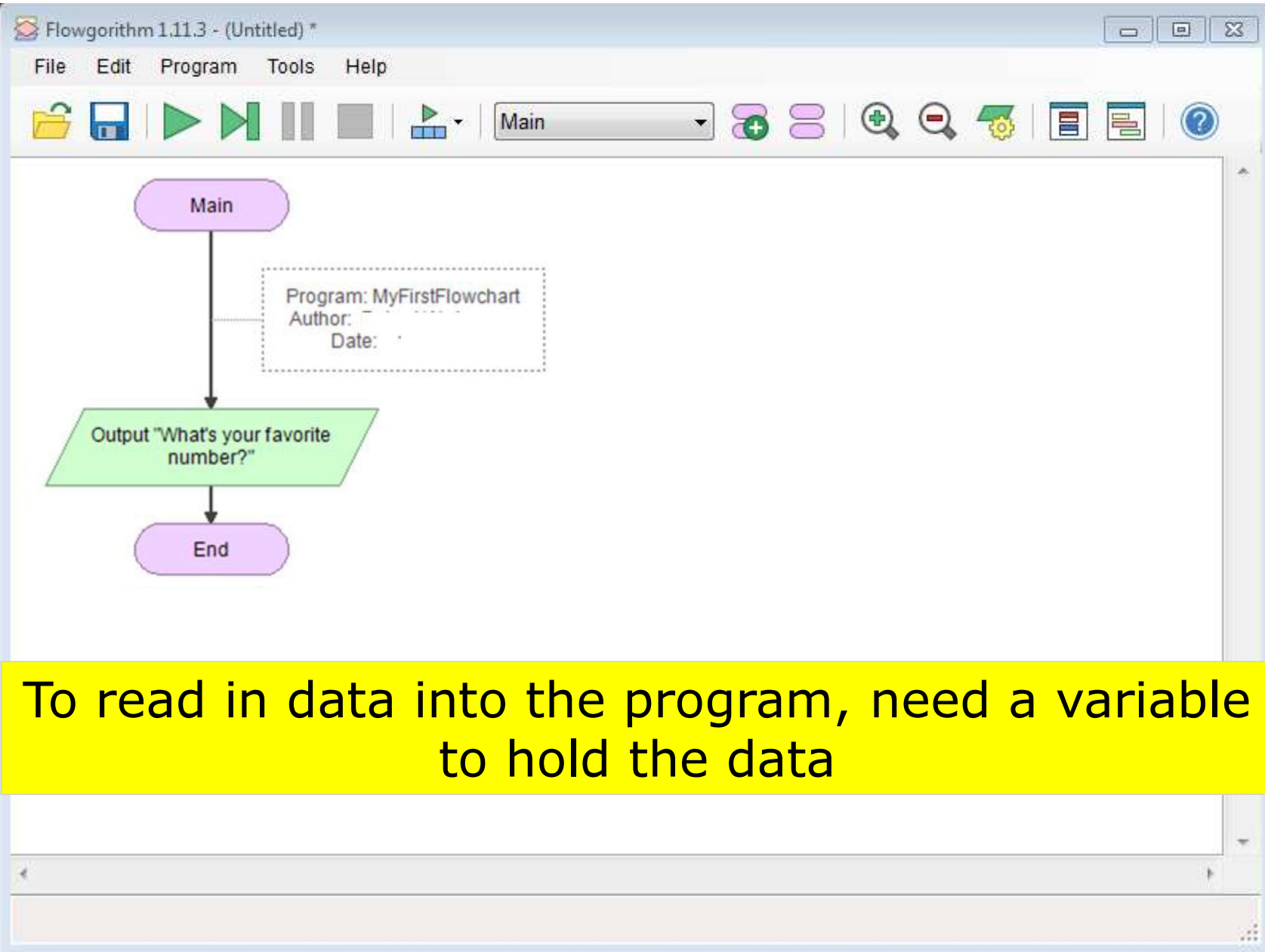
Program has finished running.



Flowgorithm

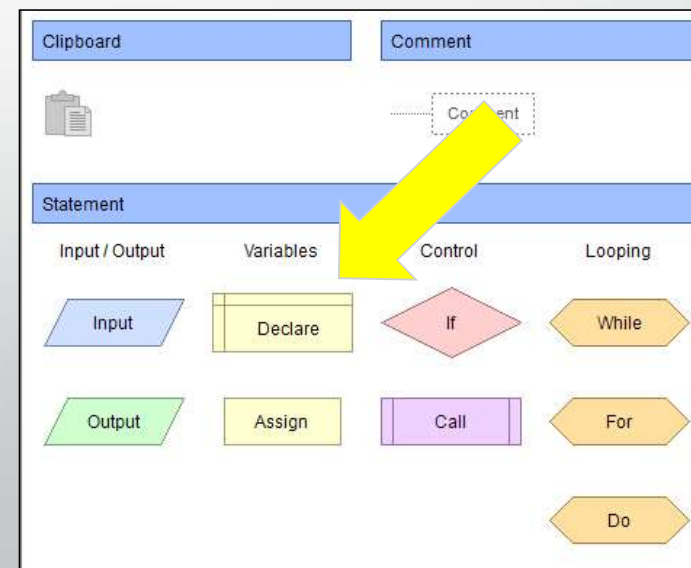
- When you want a user to enter data, you need to "prompt" them
- In an interactive program, prompting means displaying some text explaining what data the user needs to enter
 - On a web page, input fields always have text next to them explaining what has to be entered
 - This text is a prompt



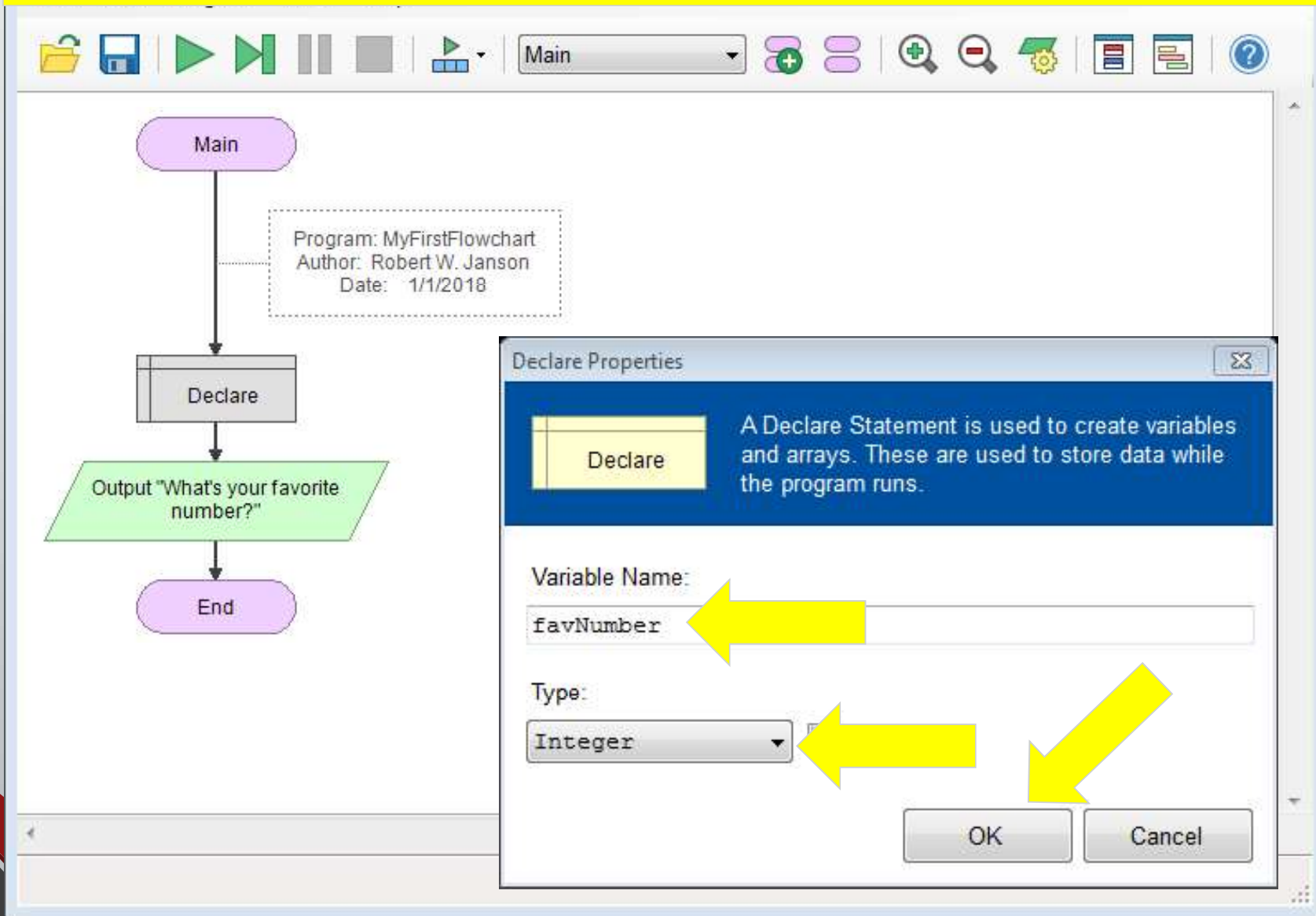


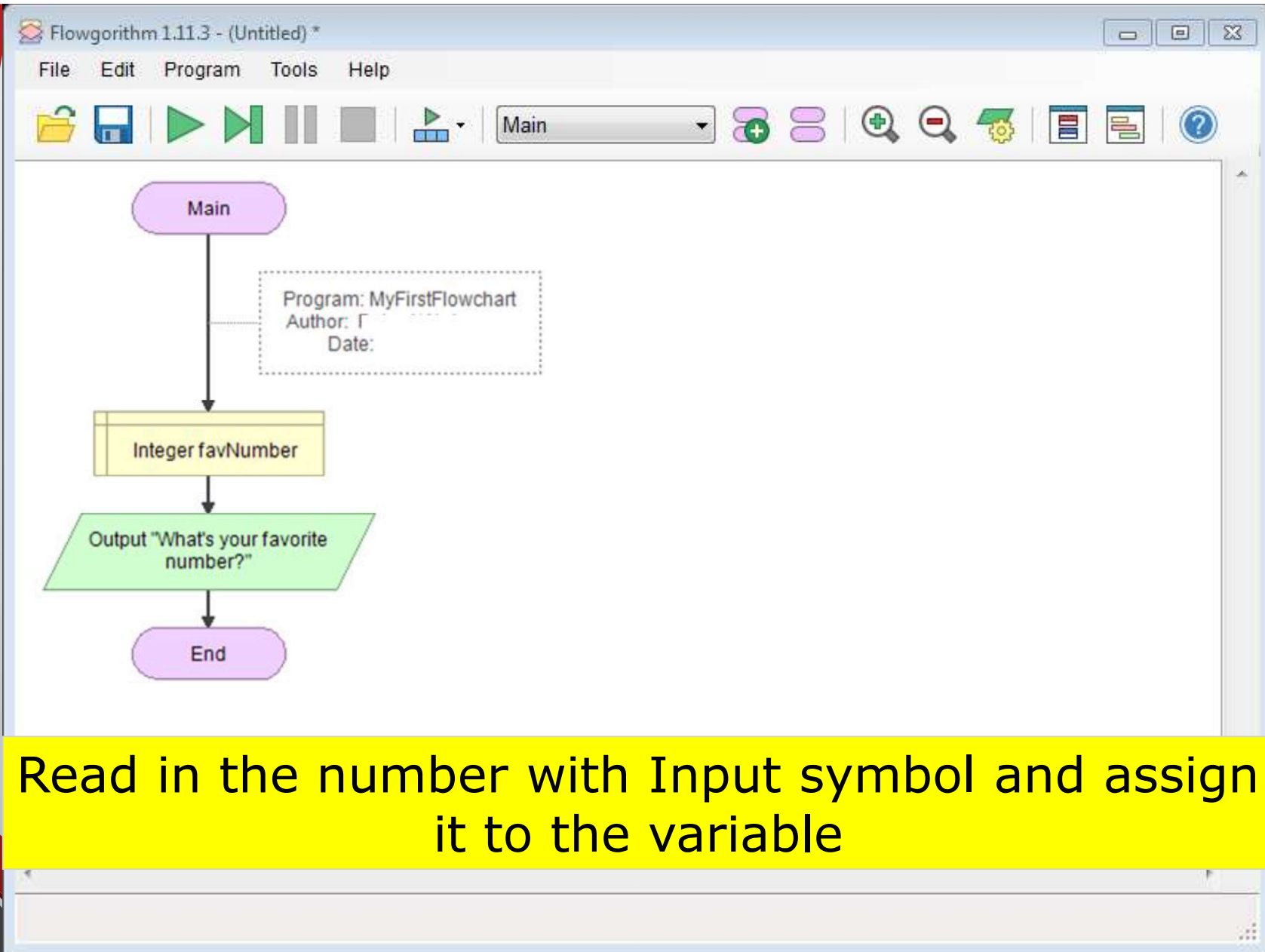
Flowgorithm

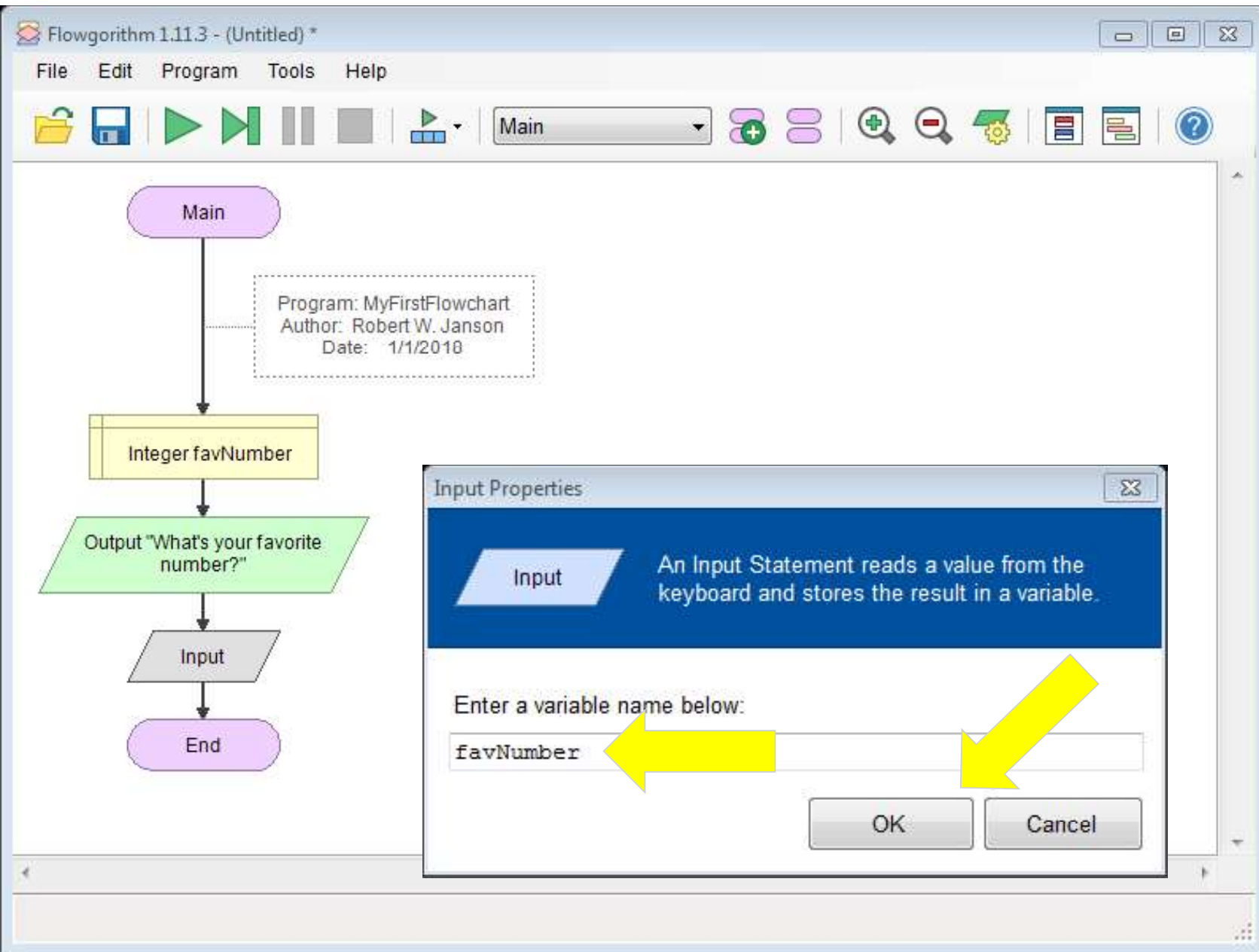
- Variables should be defined at the beginning of the flowchart after the initial comment
- They are defined in a Declare rectangle



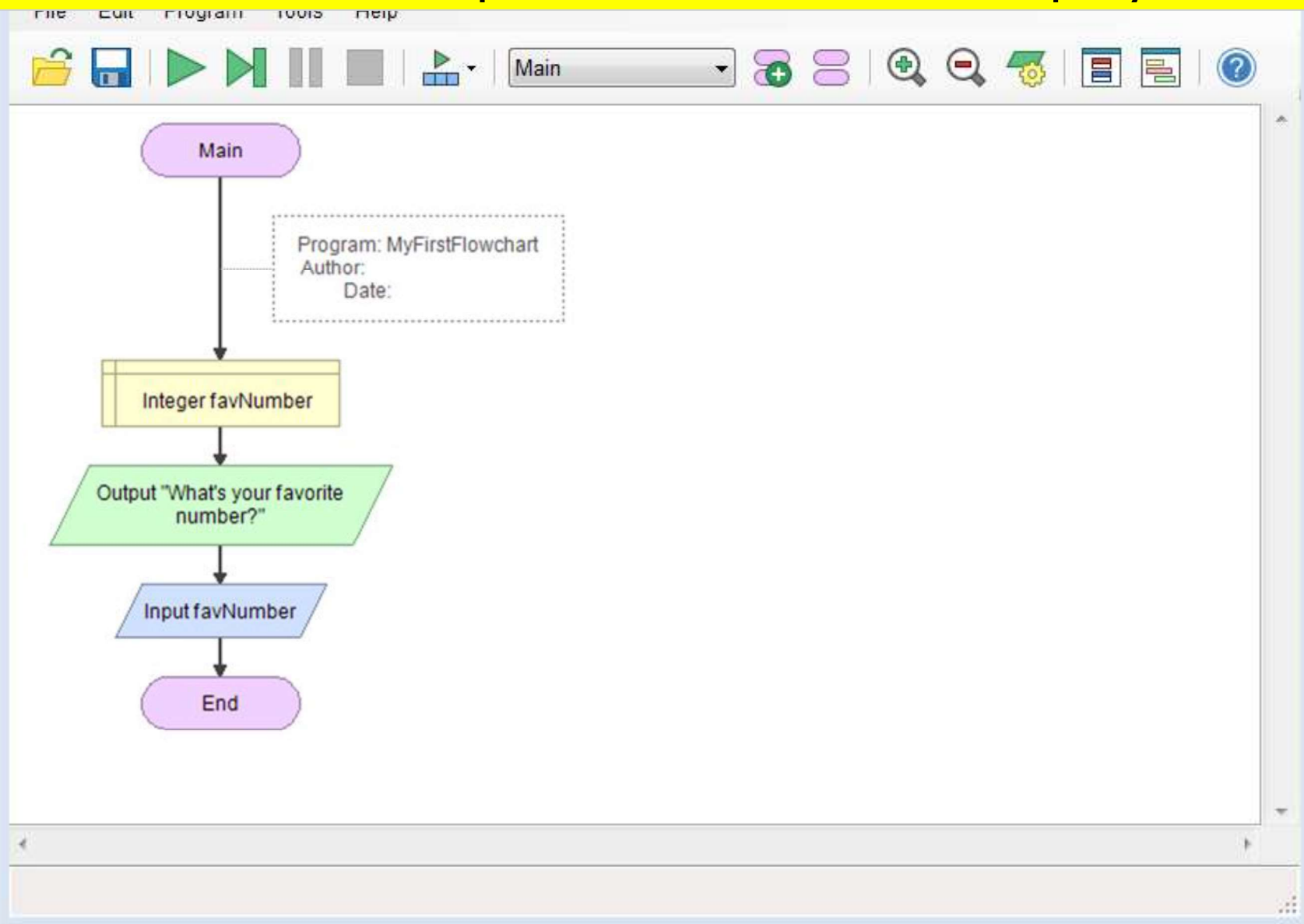
Must specify the variable name and data type



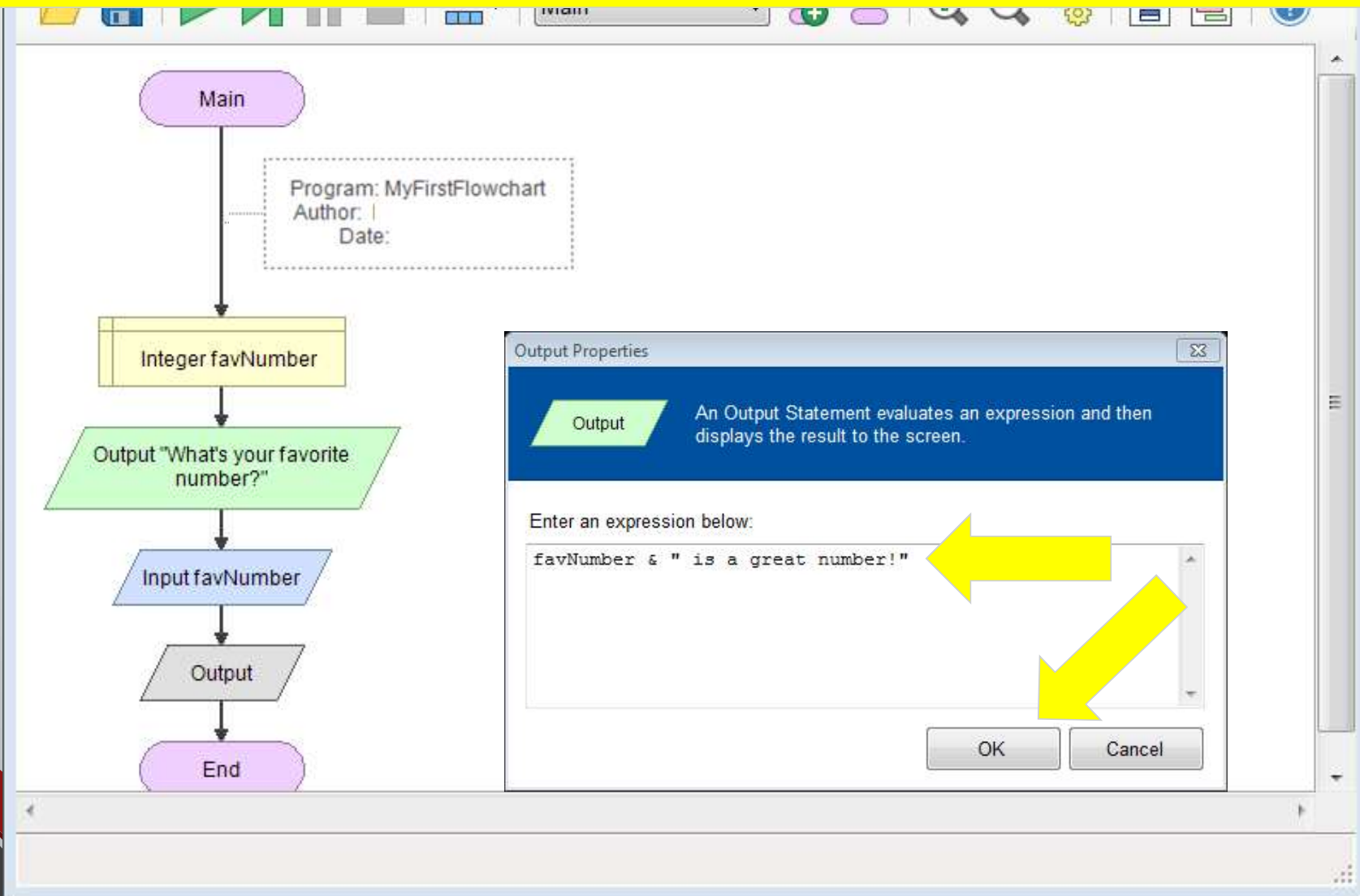




Will add an output statement that displays...



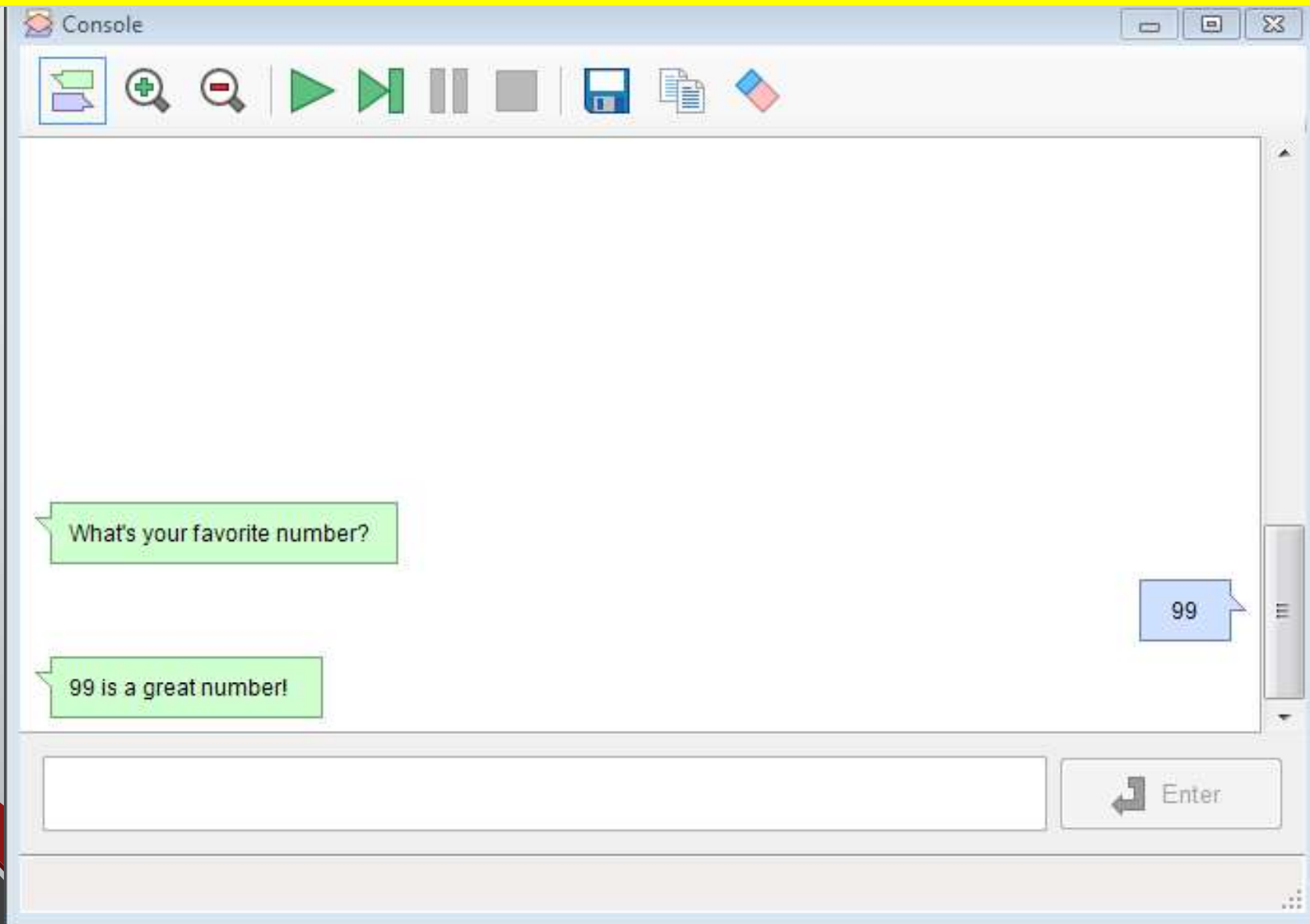
... the user's number and some text.
Notice how text and variable names are specified

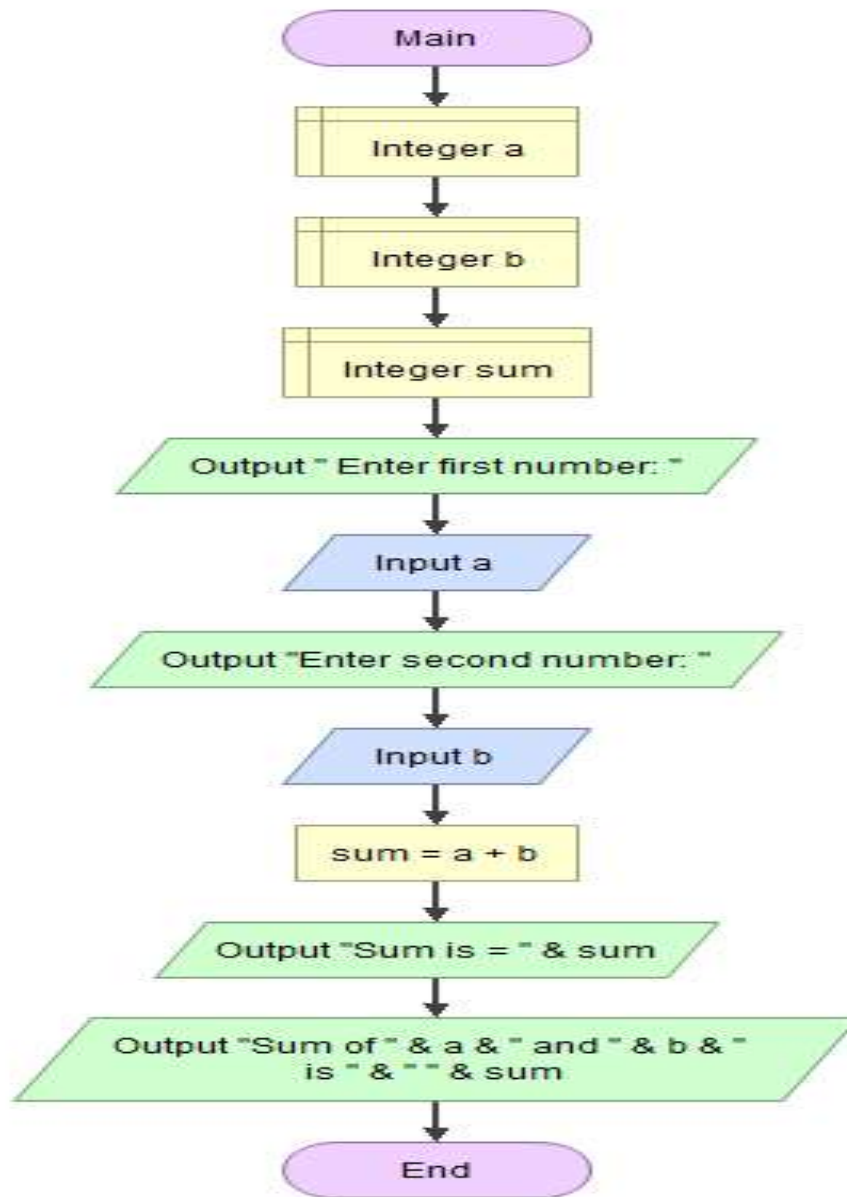


When run prompt shown in the console
Enter data in textfield at bottom and click Enter

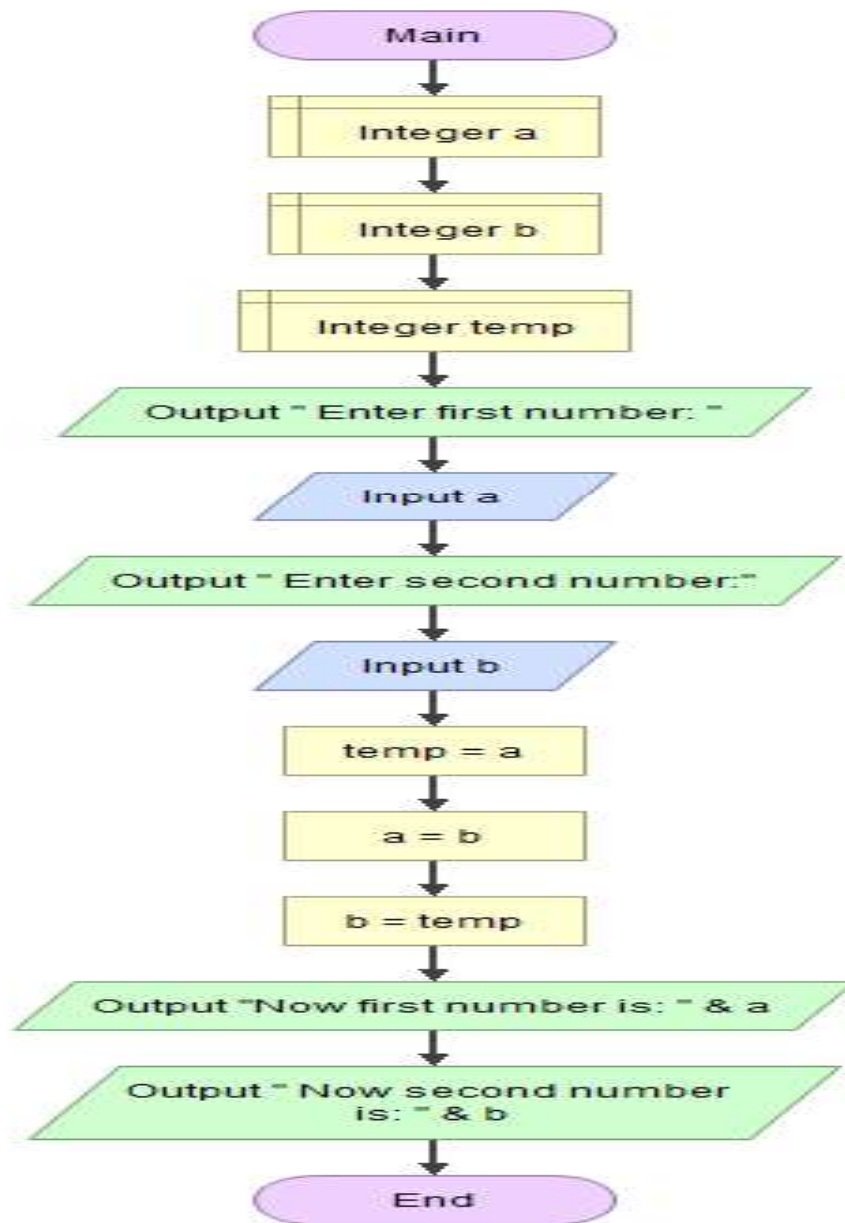
The image shows a Java Swing window titled "Enter favNumber". The window has a standard Mac OS X title bar (red, yellow, green buttons). Inside the window, there is a large text area at the top. Below the text area is a text field containing the number "99". To the right of the text field is a button labeled "Enter" with a blue arrow icon. A green speech bubble with the text "What's your favorite number?" is positioned above the text field. A yellow arrow points from the right towards the text field, and another yellow arrow points from the right towards the "Enter" button. At the bottom of the window, there is a status bar with the text "Please enter a value of type Integer for favNumber".

Notice your input on right





Addition of two numbers



Swapping of two numbers