

Code flowchart

Understand the flow of code within your system using our code flowchart template. Identify start/stop points, conditions, inputs/outputs and decisions to showcase how a system connects.

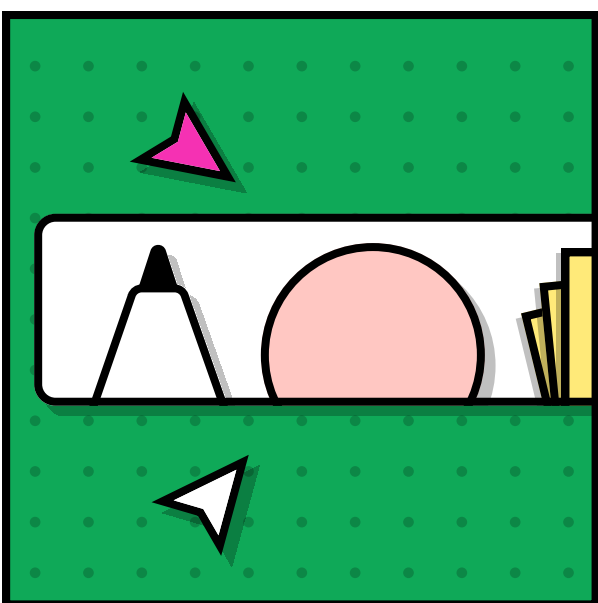
How to use this template

- 1 Choose your stop and start points.
- 2 Insert any inputs or outputs and processing points.
- 3 Insert any decisions.
- 4 Connect the system with true/false flows.

Quick tips

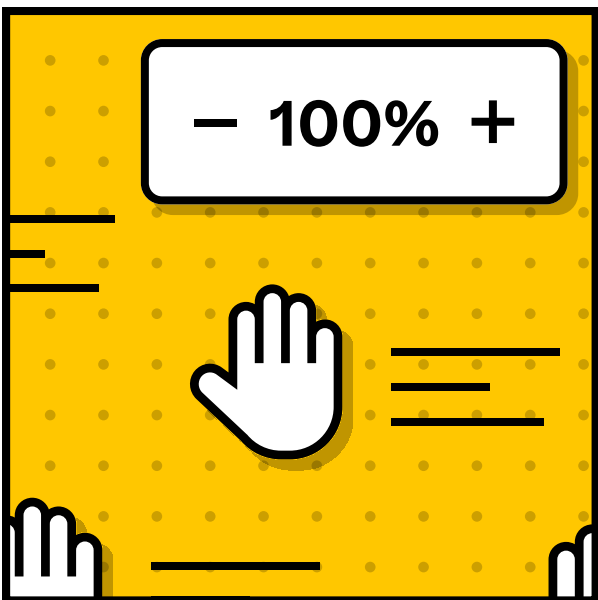
Start with the toolbar

It's at the bottom of your screen, with stickies, stamps, and anything you need.



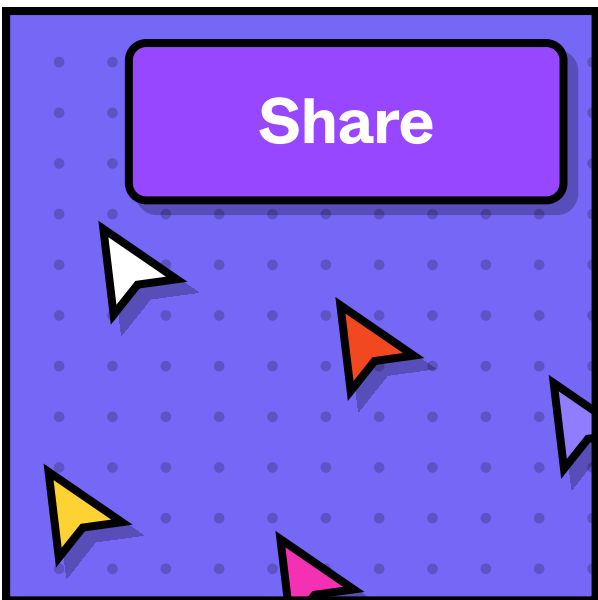
Move and zoom

Use the hand tool to pan around. Zoom controls are in the top right corner.

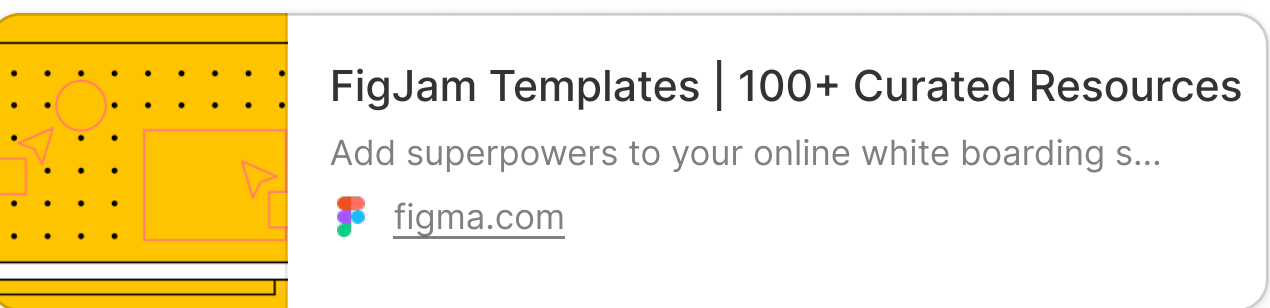


But first: get your team in here

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Save character data into
PARAM4

Read screen line address
into ZEROPAGE_POINTER_1

Read color ram data into
ZEROPAGE_POINTER_3

Read character data stored
in PARAM4. Mask for lower
half (0-F). Add \$30 to
display character set
numbers.

Check for an "A" (10) and go
to the next digit.

Set character code back to
display A-F (\$01 - \$0A)

Increase line position by 1
and write the character
code. Then set the screen
color.

Decrement line position.
Mask for top 4 bits (00 - F0).
Shift it right to read a value
between 0-F.

Check for A-F

Write character and color.

@writeDigit

@lastDigit

START

DisplayByte

sta PARAM4...

jsr GetLineAddress

lda COLOR_LINE_OFFSET_TABLE_LO,x
sta ZEROPAGE_POINTER_3
lda COLOR_LINE_OFFSET_TABLE_HI,x
sta ZEROPAGE_POINTER_3 + 1

lda PARAM4
and #\$0F
clc
adc #\$30
clc

cmp #\$3A
bcc @writeDigit

sec
sbc #\$39

iny
sta (ZEROPAGE_POINTER_1),y
lda #COLOR_YELLOW
sta (ZEROPAGE_POINTER_3),y

dey
lda PARAM4
and #\$F0
lsr
lsr
lsr
lsr
adc #\$30
clc

cmp #\$3A
bcc @lastDigit

sbc #\$39

sta (ZEROPAGE_POINTER_1),y
lda #COLOR_YELLOW
sta (ZEROPAGE_POINTER_3),y

RTS