

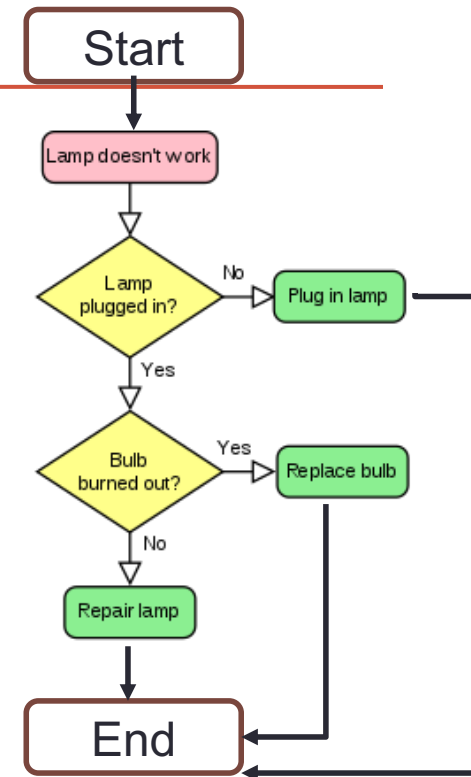
# CISC 1003 - EXPLORING ROBOTICS

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# FLOWCHARTS

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# Flowcharting

- The four common symbols used in flowcharting are:
  - Start and Stop
  - Input and output
  - Decisions
  - Process

# Flowcharting

- Start and stop:

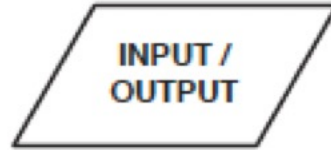
A rectangular box with rounded corners and a double-line border. Inside the box, the text "START / STOP" is written in a blue, sans-serif font.

START / STOP

- The start symbol represents the beginning of the flowchart
  - with the label “start” appearing inside the symbol.
- The stop symbol represents the end of the flowchart
  - with the label “stop” appearing inside the symbol.
- These are the only symbols with keyword labels.

# Flowcharting

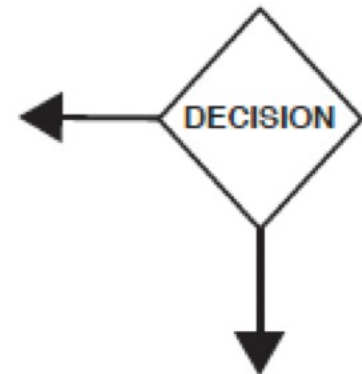
- Input and output:



- The input and output symbol contains data that is used for input (e.g., provided by the user)
  - and data that is the result of processing (output)

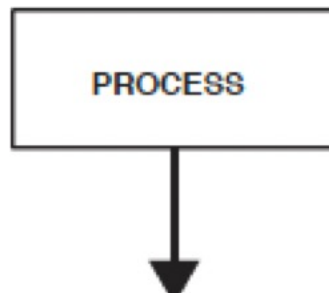
- Decisions:

- The decision symbol contains a question or a decision that has to be made.

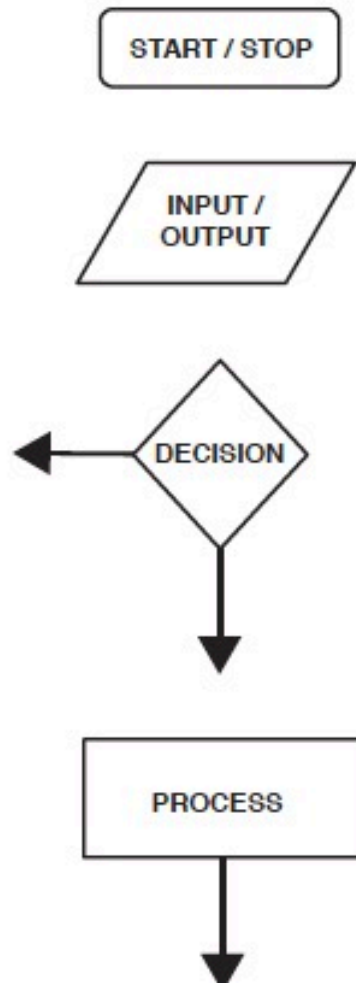


# Flowcharting

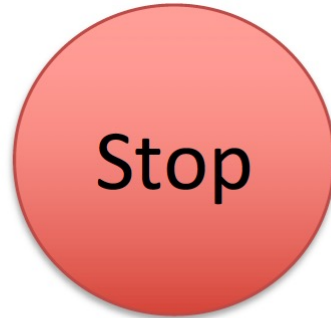
- Process:
  - The process symbol contains brief descriptions (a few words) of a rule or some action taking place .



# Common Flowchart Symbols



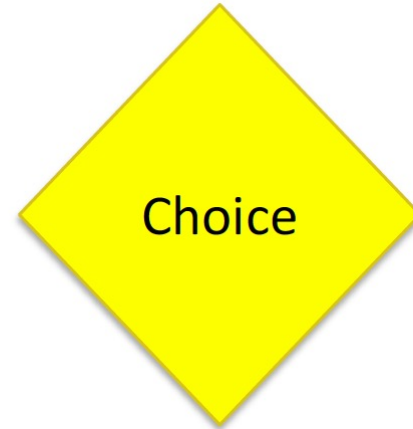
Flowcharts have a standard set of shapes and colors that are universally used so that everyone can understand what they mean.



The start and the stop shapes show where the program starts and stops



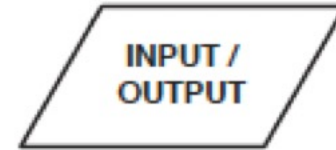
These rectangular blocks represent actions in the program



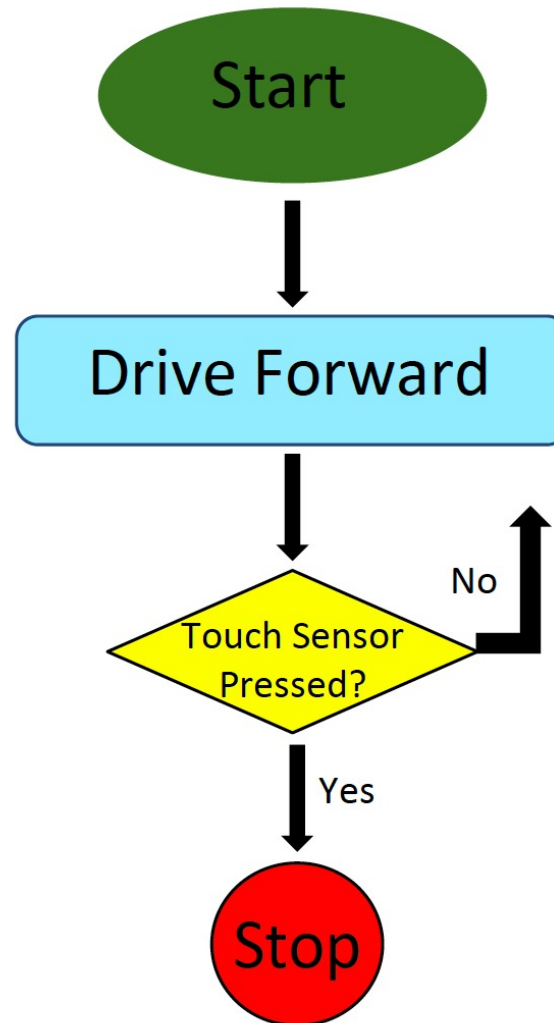
Yellow diamonds represent a choice or decision based on a question. This must be at least a yes/no decision.



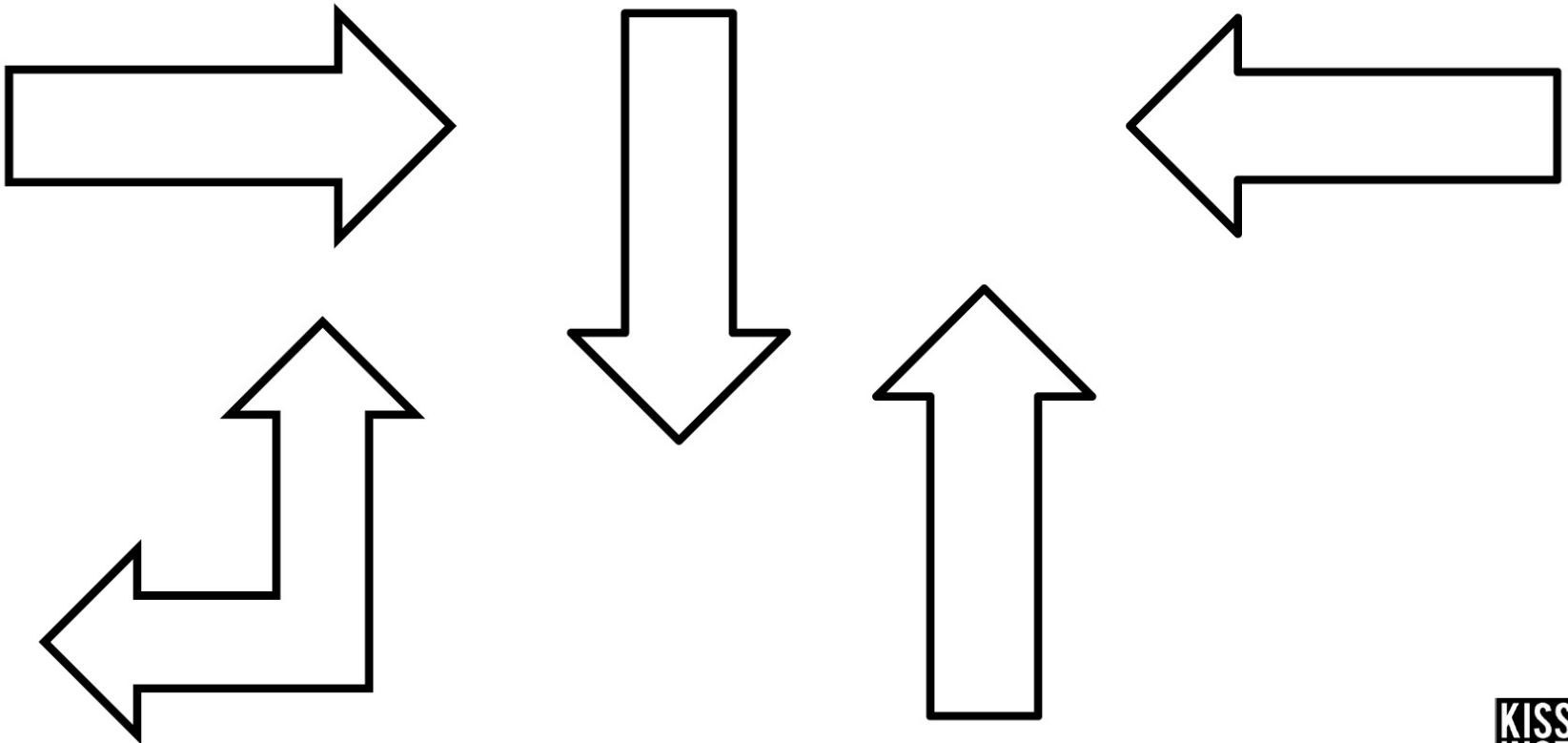
# Flowcharting



- Input and output:
  - The input and output symbol contains data that is used for input (e.g., provided by the user)
    - and data that is the result of processing (output)

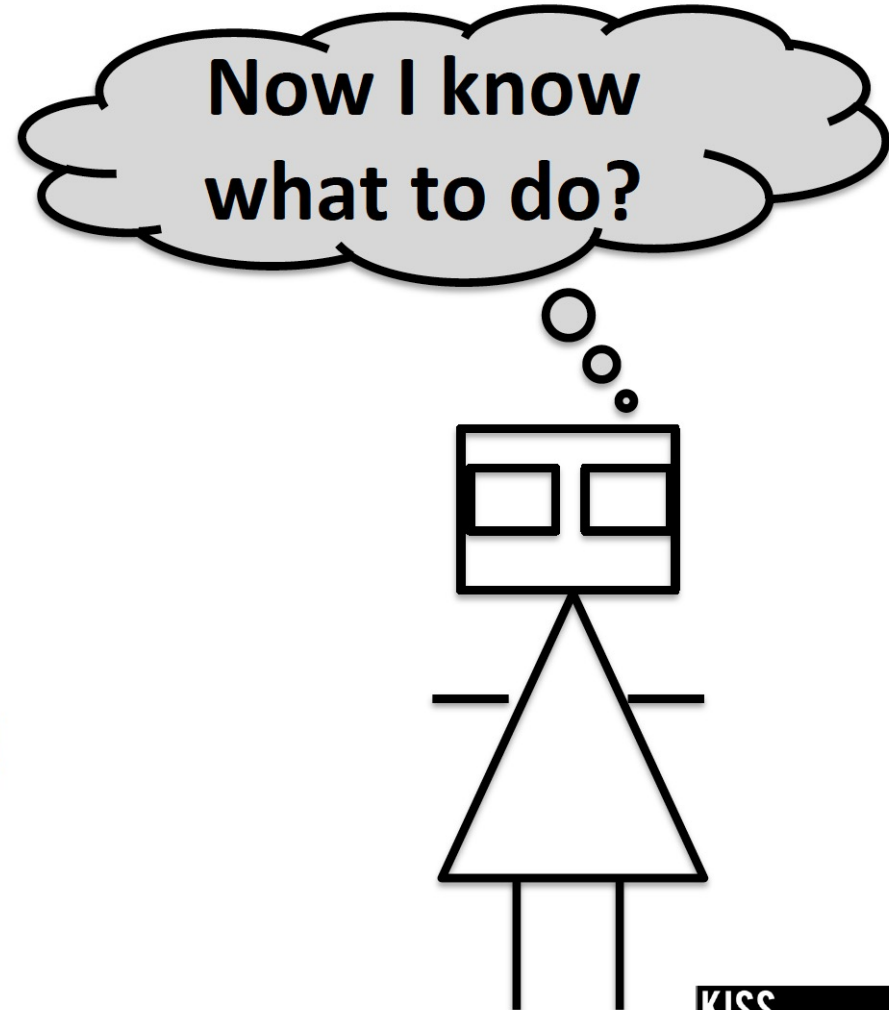
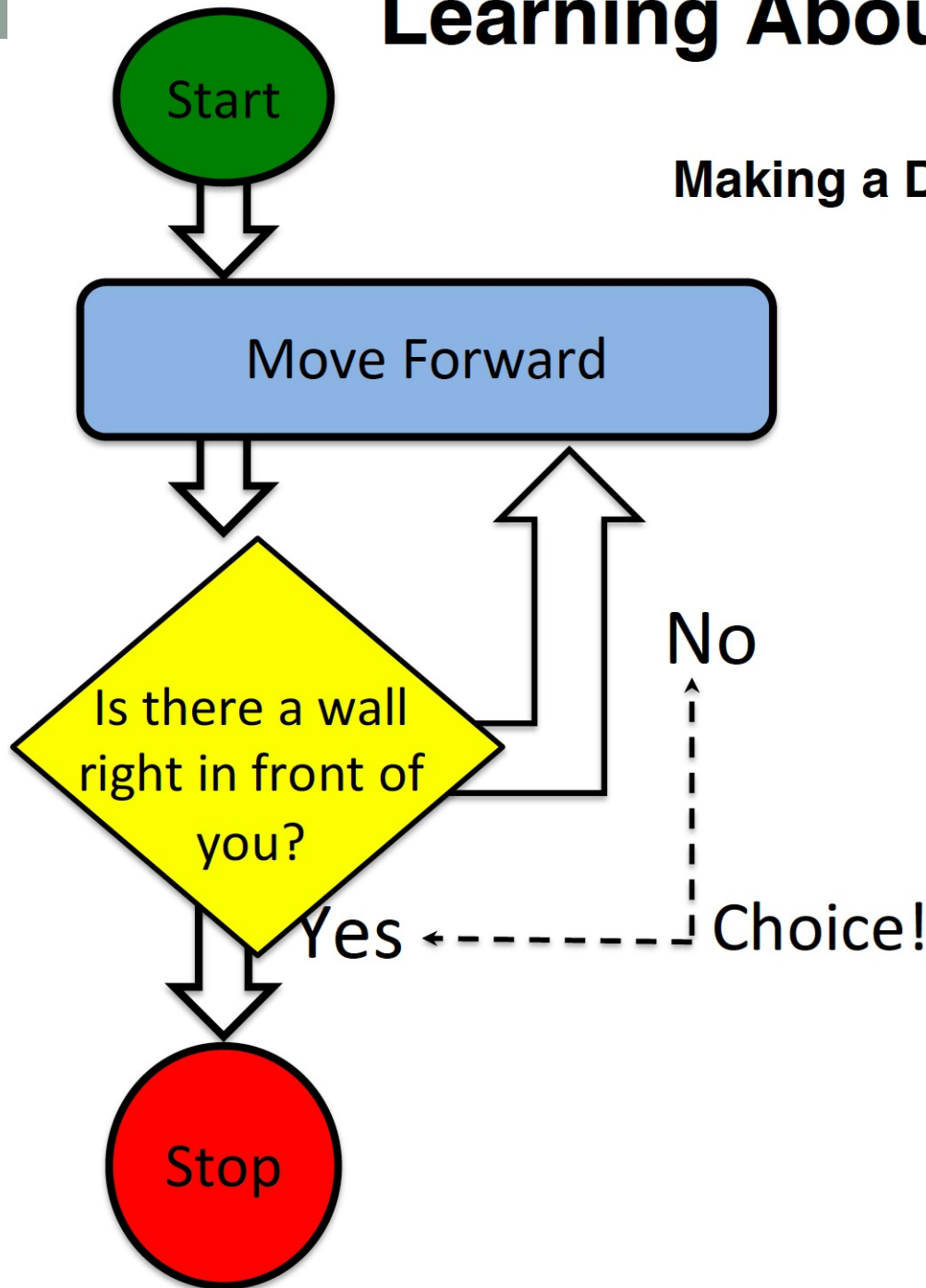


Arrows are used in flowcharts to show the direction, or flow, of the program.

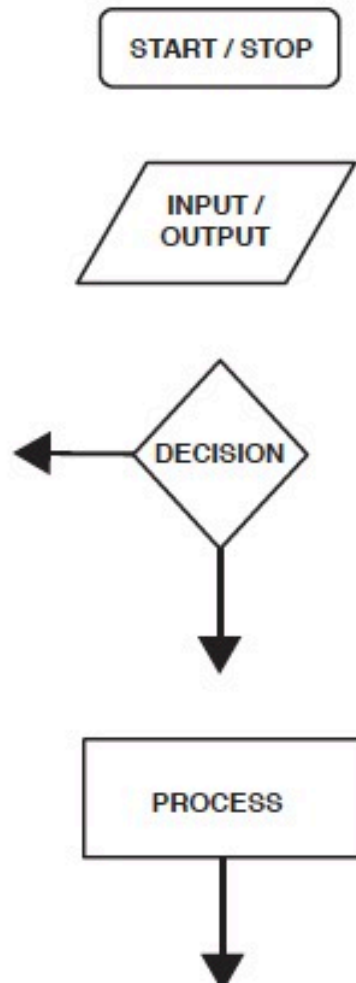


# Learning About Flowcharts

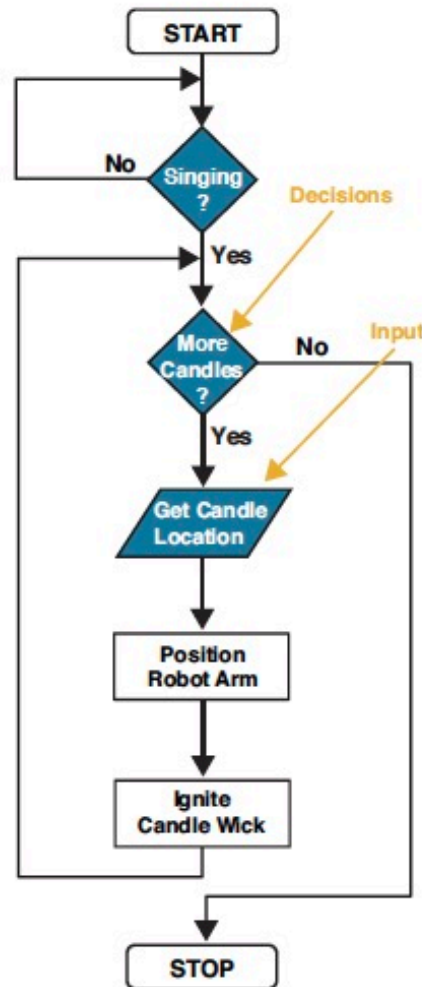
Making a Decision:

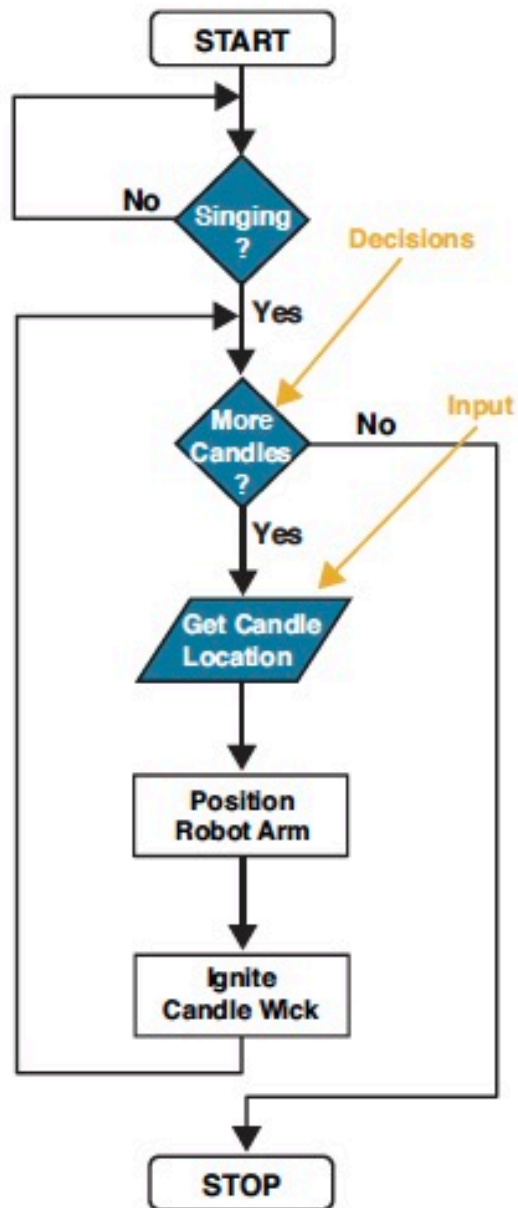


# Common Flowchart Symbols



# Example - Candlelighting Flowchart



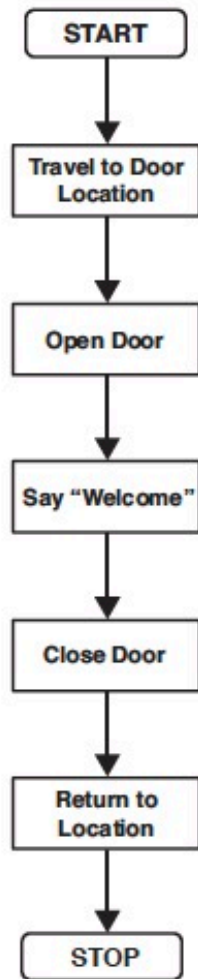


# Flowcharting

- The task a robot executes can be a series of steps performed one after another
  - a sequential flow of control.
- ***Flow of control*** details the direction the process takes
  - which way program control “flows
- Flow of control determines how a computer responds
  - when given certain conditions and parameters



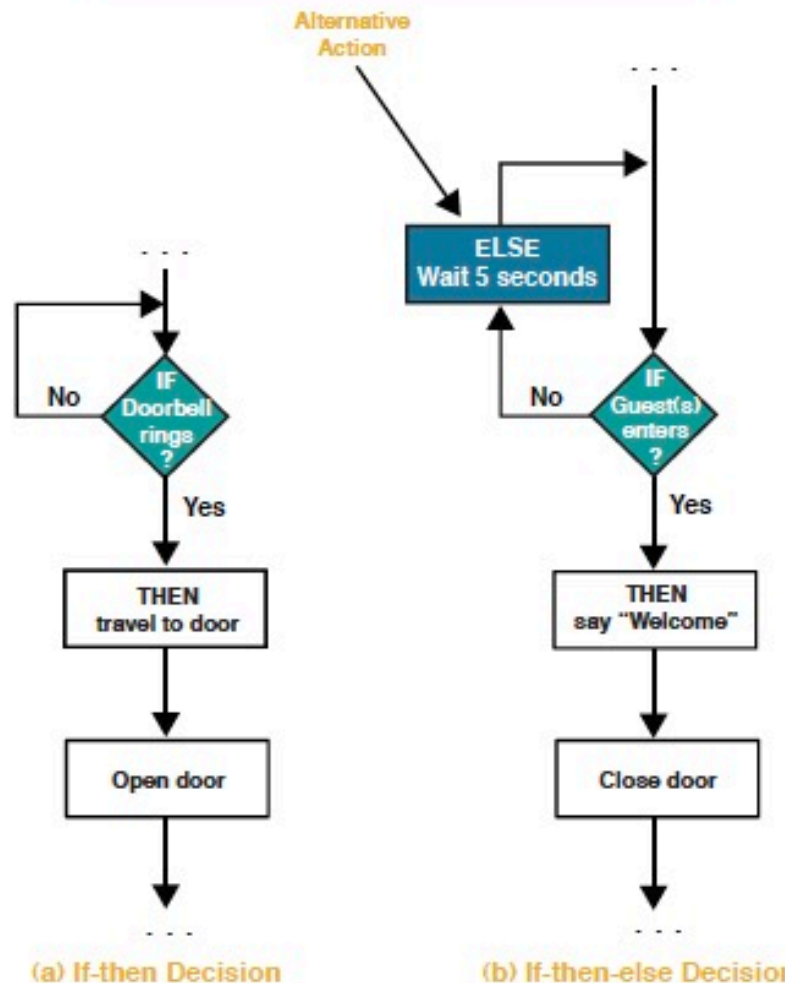
# Example: Sequential Flowchart



# Flowcharting

- A decision symbol is used to construct branching for alternative flow controls.
- Decision symbols can be used to express decision, repetition, and case statements
- A simple decision is structured as an if-then or if-then-else statement

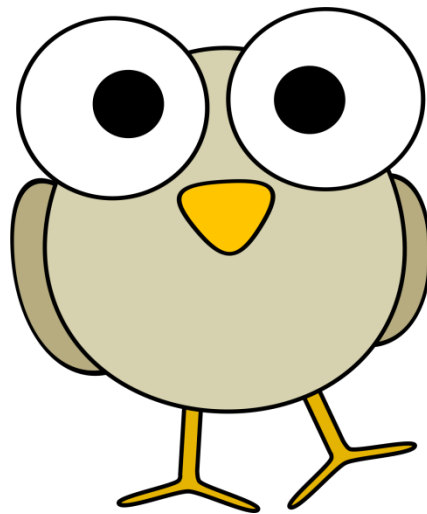
# Example – Guest Welcoming Flowchart



# Summary

- The RSVP is composed of three types of visuals:
  - A floorplan of the physical environment of the scenario
  - A statechart of the robot and object's states
  - Flowcharts of the instructions for the tasks
- These visuals ensure that you have a “clear picture” of what has to be done
  - to program a robot to save the world
    - or light the candles on a cake

- Questions?



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# Flowcharts

- <https://www.youtube.com/watch?v=kxZJv56BxU8>

# Flowcharts

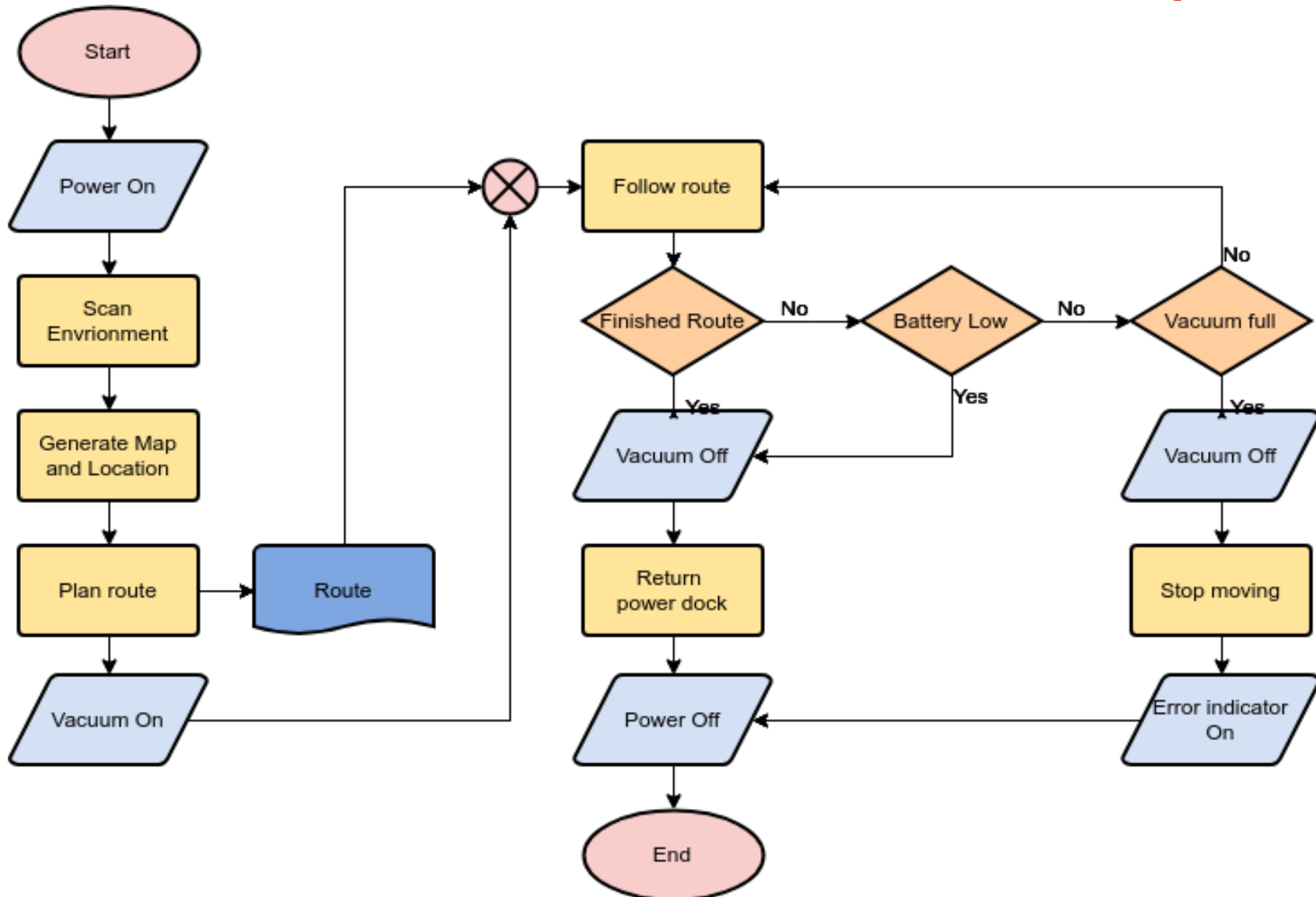
- [The friendship algorithm](#)

# FLOWCHARTS

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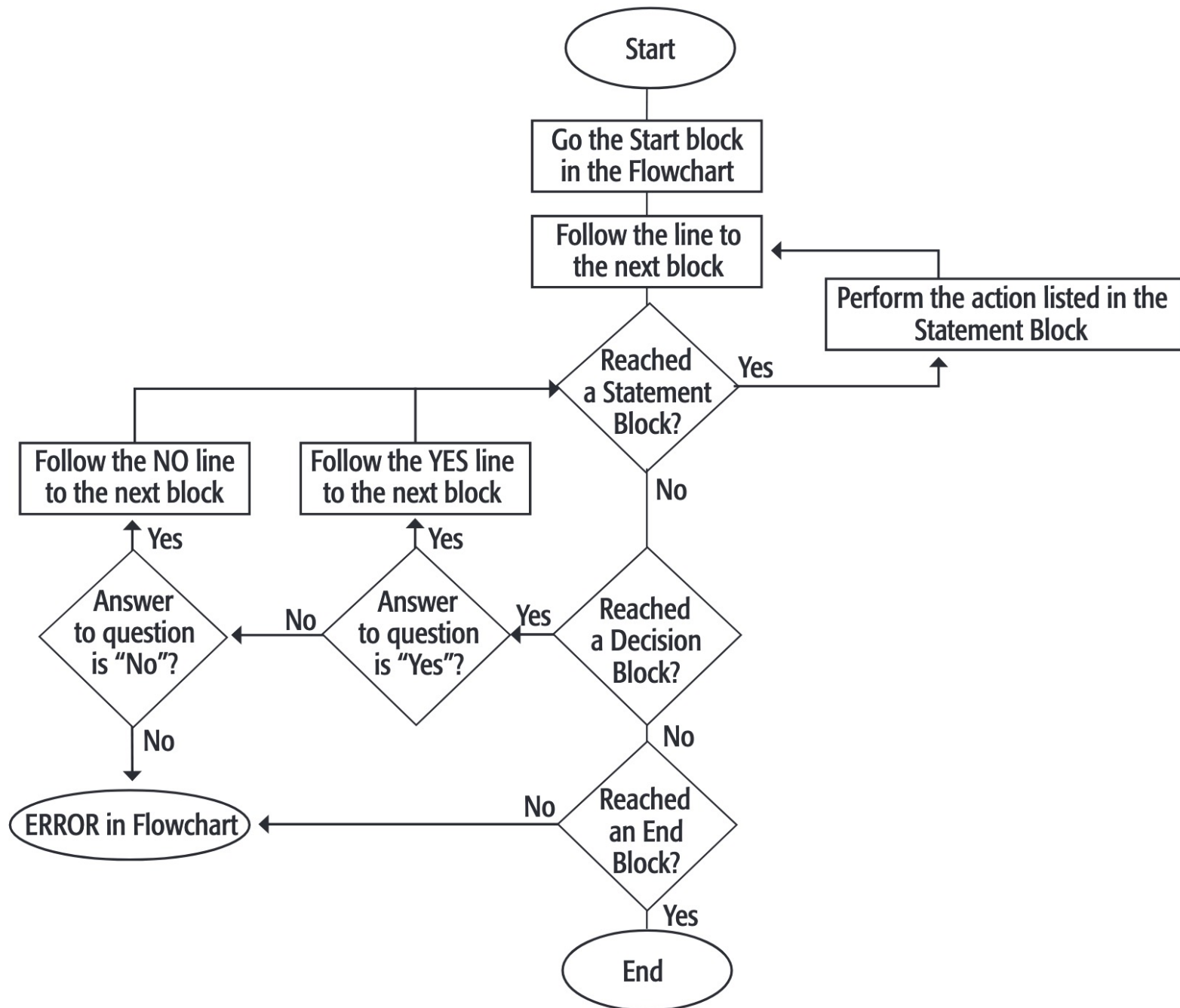


# Vacuum Robot Flowchart Example



# Flowchart Example

- How to read flow charts



# EXERCISES

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# Flowchart Exercise 1

- Robot moves forward as long as its touch sensor is not pressed
  - When the touch sensor is pressed the motors stop and the program ends
- How would you create a flowchart for this program?

# Flowchart Exercise 2

- If it's raining, bring an umbrella

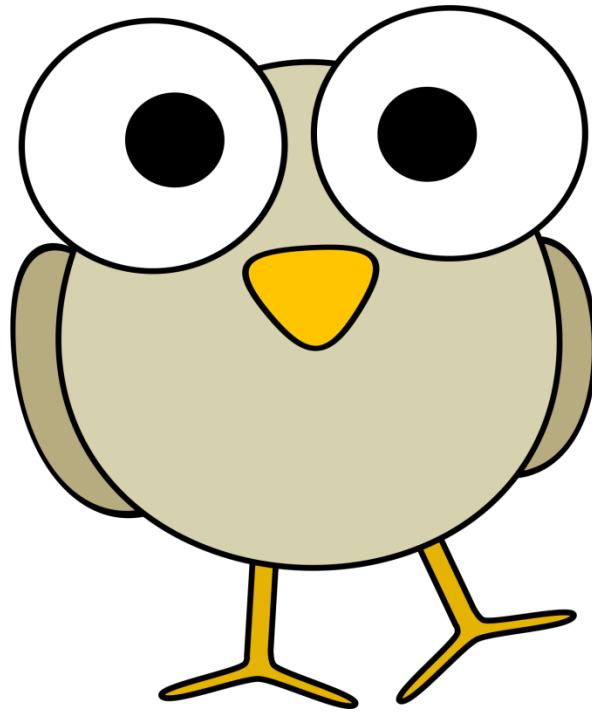
## Flowchart Exercise 3

- Go forward until the Touch Sensor (on port 1) is pressed in, then stop

## Flowchart Exercise 4

- Turn on oven. Cook turkey for 4 hours or until meat thermometer reaches 180 degrees





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