

Flowcharting symbols



Input/Output (used for all I/O operations)



Process (used for all arithmetic and data transfer operations).



Decision (used to test for a condition).



Terminal (used to indicate the beginning and end of a program or module).



Connector (used to indicate the point at which a transfer of control operation occurs).



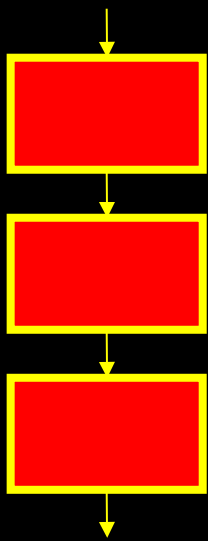
Predefined (used to indicate the name process of a module to be executed).



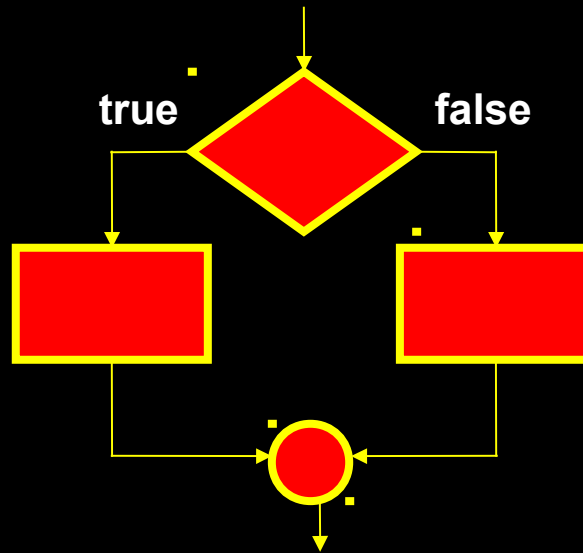
Connecting all the symbols and showing the flow

Structured Programming

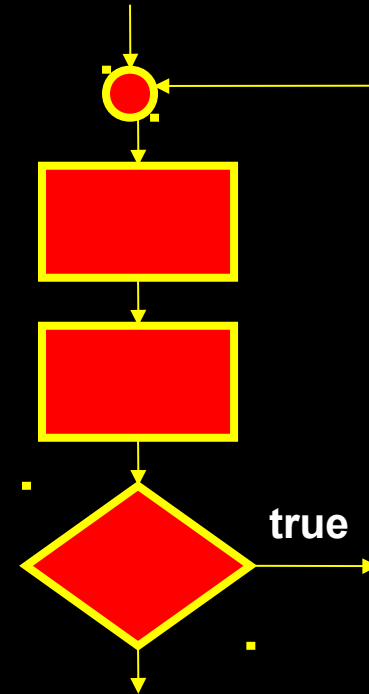
- Structured Programming is a technique using logical control constructs that make programs easier to read, debug, and modify if changes are required.



Sequence

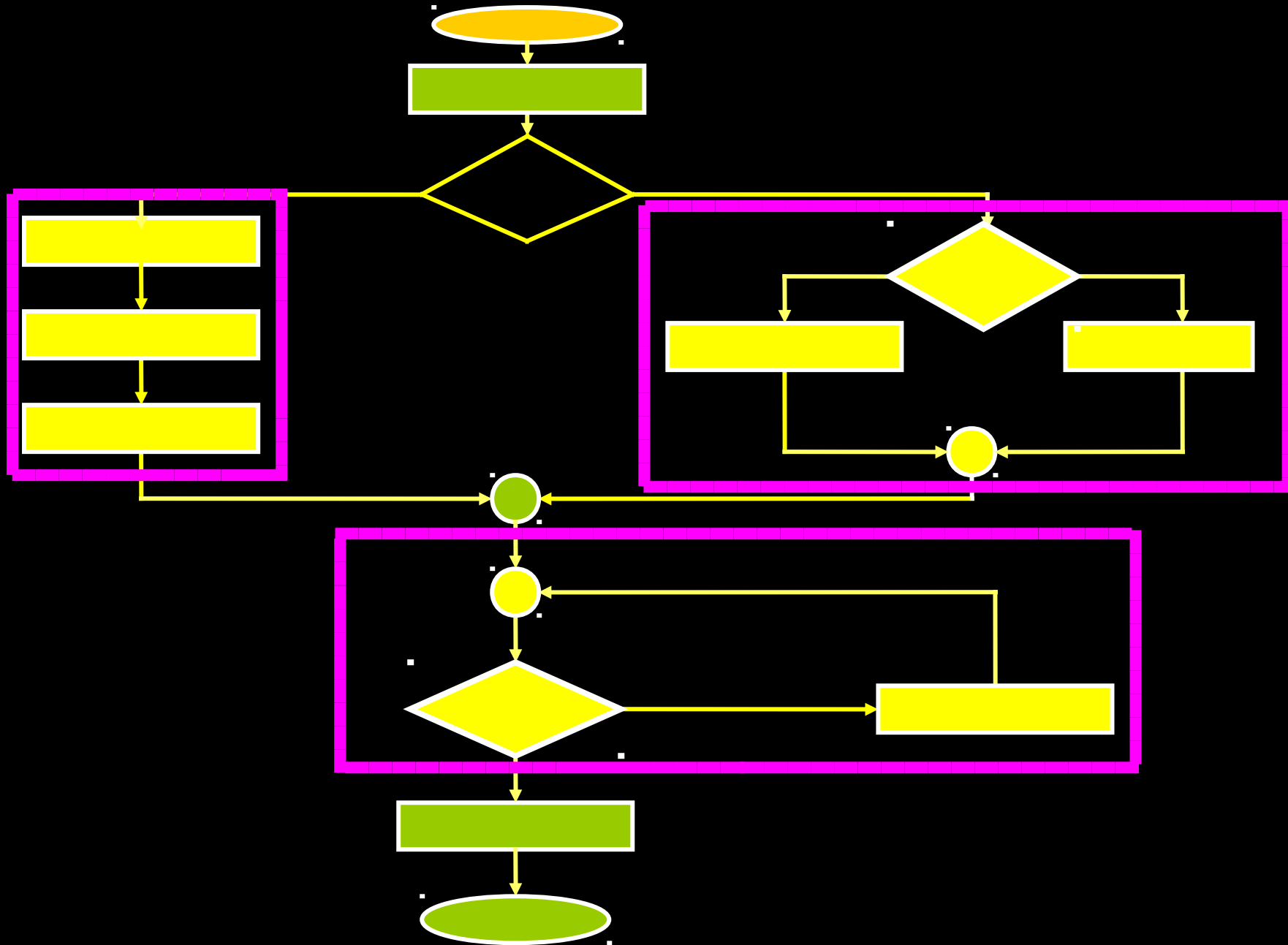


Selection

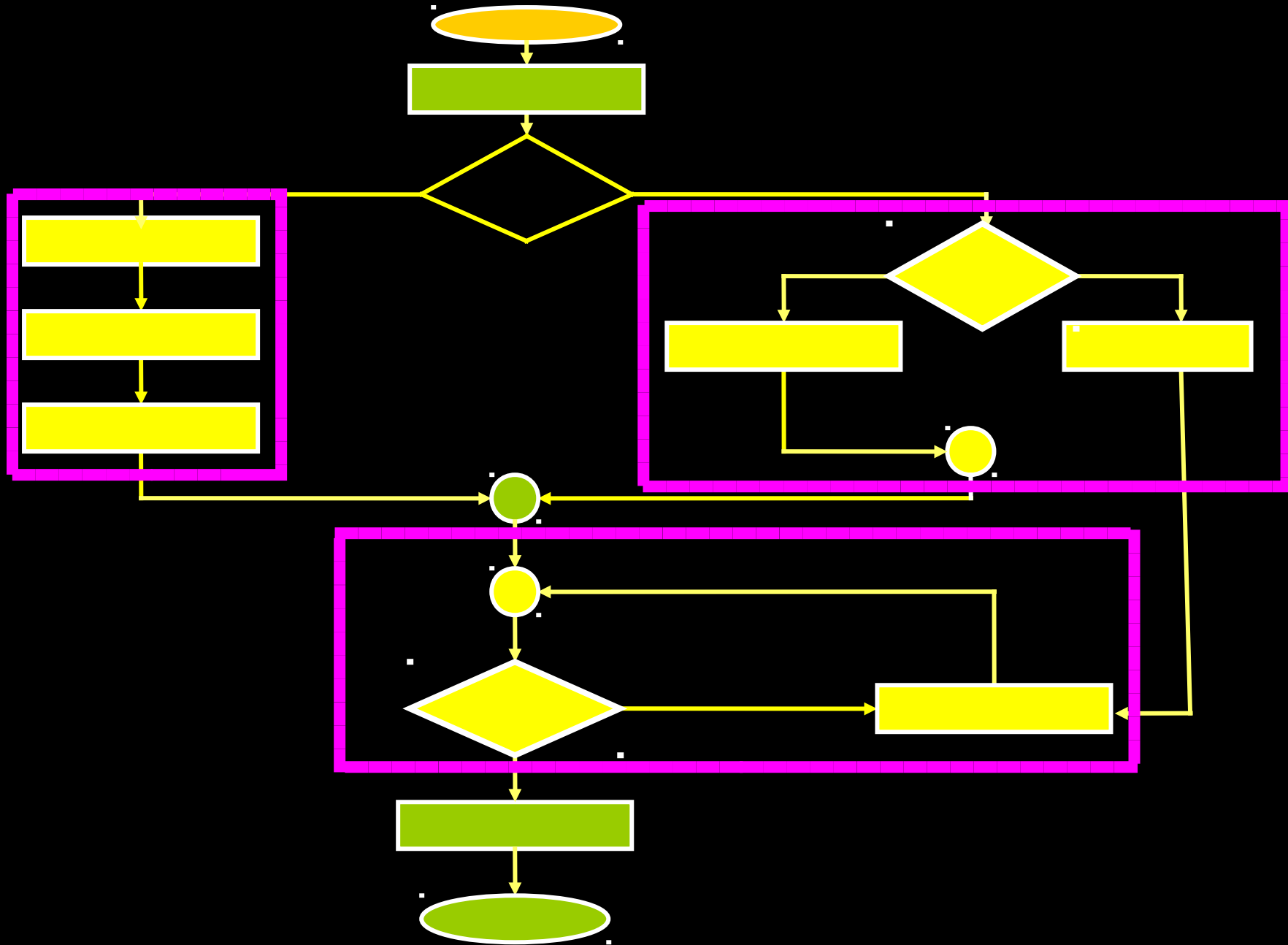


Repetition

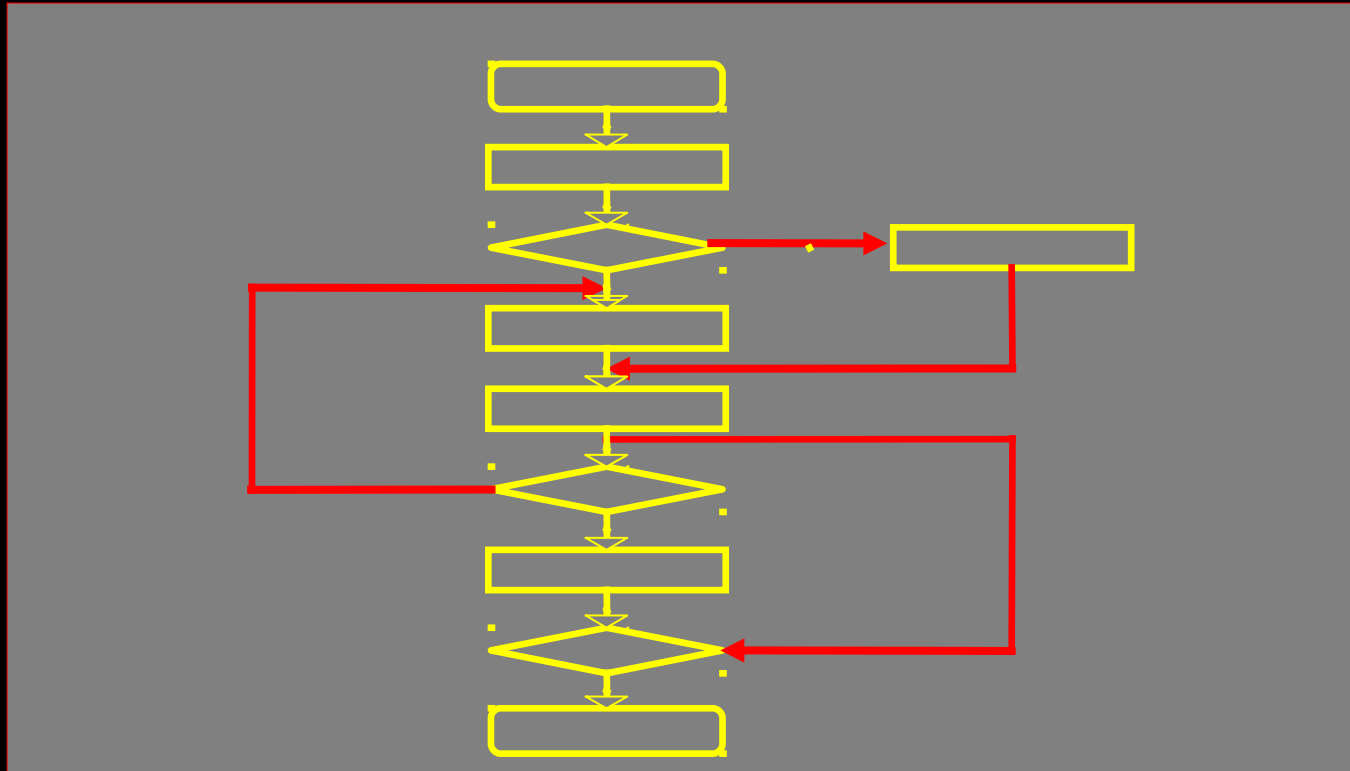
Example of structured flowchart



Example of Unstructured flowchart



Unstructured Flowchart



pause... why?