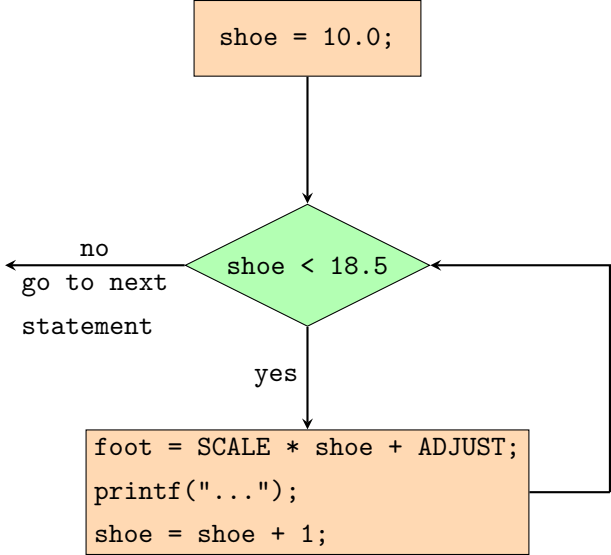


```
shoe = 10.0;
```



```
graph TD; A[shoe = 10.0;] --> B{shoe < 18.5}; B -- yes --> C["foot = SCALE * shoe + ADJUST;  
printf(\"...\");  
shoe = shoe + 1;"]; C --> B; B -- no --> D[go to next statement];
```

The flowchart starts with an orange rectangular box containing the code `shoe = 10.0;`. An arrow points down to a green diamond-shaped decision box containing the condition `shoe < 18.5`. From the left side of the diamond, an arrow labeled "no" points left to the text "go to next statement". From the bottom of the diamond, an arrow labeled "yes" points down to a large orange rectangular box. This box contains three lines of code: `foot = SCALE * shoe + ADJUST;`, `printf("...");`, and `shoe = shoe + 1;`. An arrow from the right side of this box loops back to the right side of the decision diamond.

`shoe < 18.5`

no

go to next
statement

yes

```
foot = SCALE * shoe + ADJUST;  
printf("...");  
shoe = shoe + 1;
```