FLOW CHART
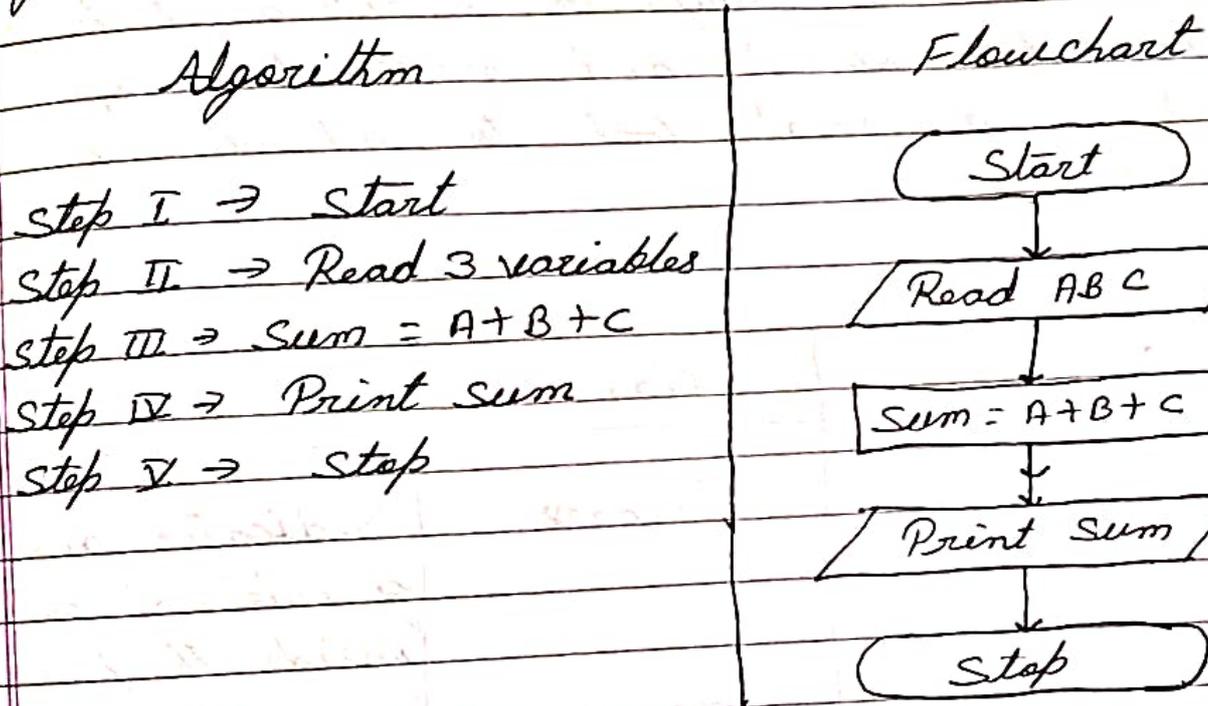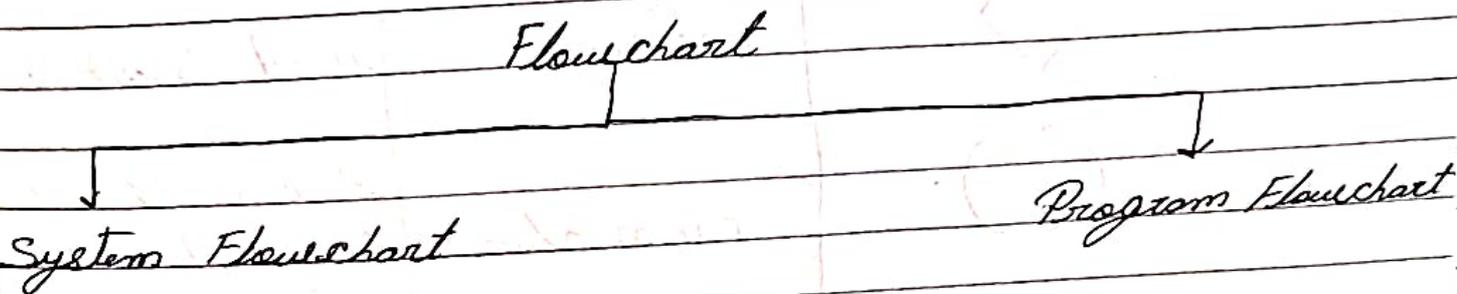
Graphical representation of algorithm.

write an algorithm and flowchart of addition of three numbers.
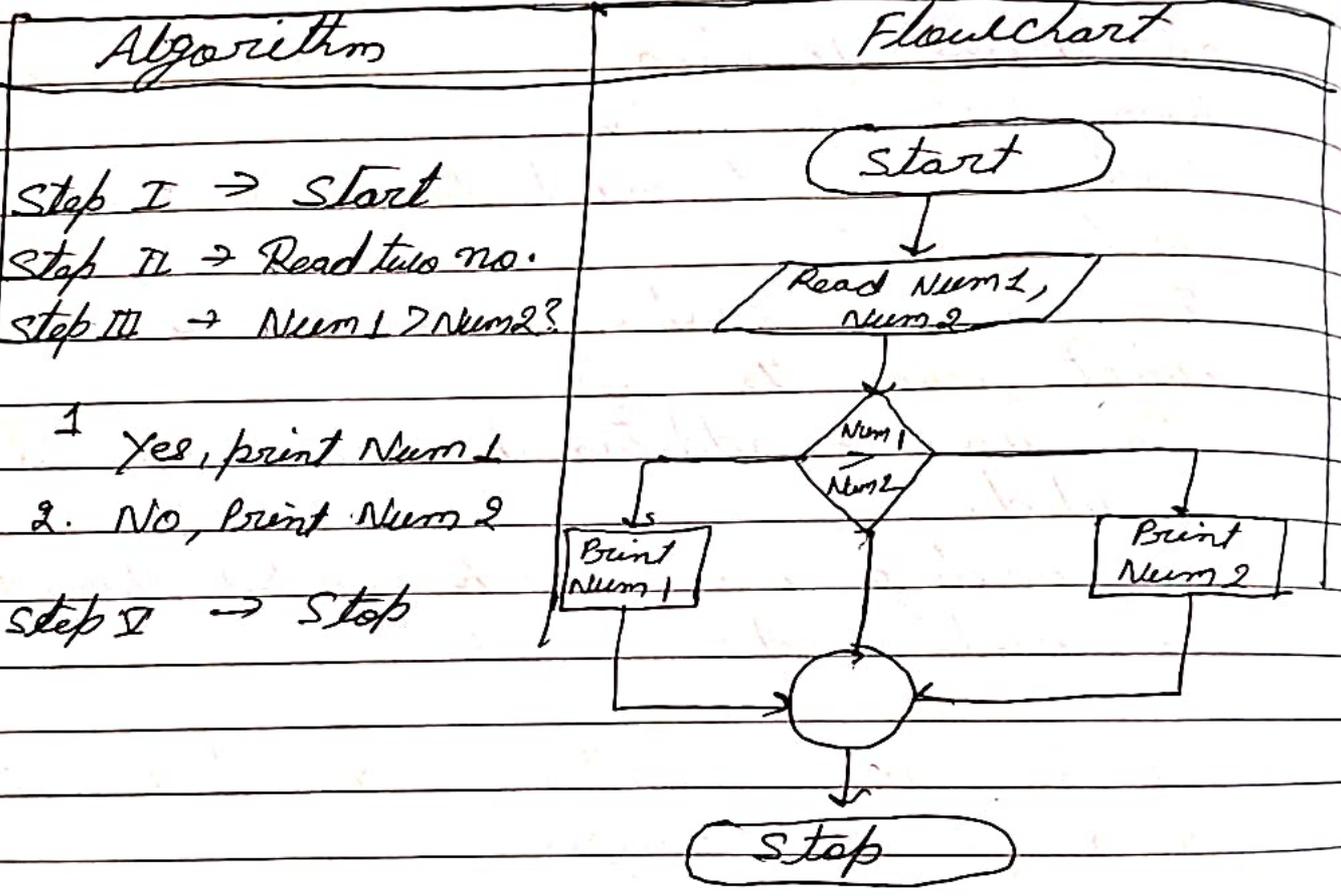
Algorithm	Flowchart
Step I → Start	
Step II → Read 3 variables	
Step III → Sum = A + B + C	
Step IV → Print sum	
Step V → Stop	

Types of Flowchart + + ___

Flowchart

- System Flowchart
- Program Flowchart

1) **System Flowchart** → It is way of displaying how data flows in a system and how decisions

write an algorithm and flowchart to find the greater number among two numbers

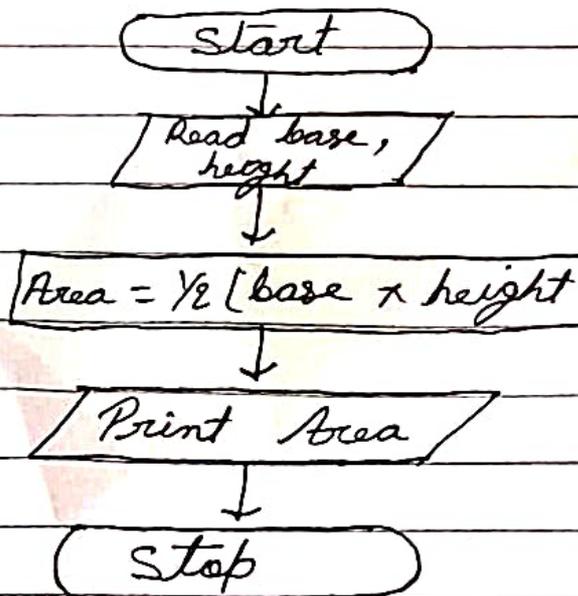| Algorithm	Flowchart
Step I → Start Step II → Read two no. Step III → Num1 > Num2? 1. Yes, print Num1 2. No, Print Num 2 Step V → Stop	

Rules for writing flowchart

* Flowchart should be drawn using certain symbols
* The flow of the flowchart should be shown with an arrow pointing from top to bottom or from left to right
* Each flowchart must have one and only one start object.
* The flow of control must always enter an object from the top.
* The use of additional symbols should be avoided.
* The writing inside each symbol should be easy to understand.

write an algorithm and flowchart to find area of a triangle

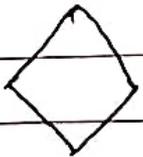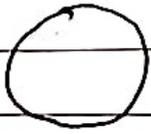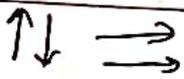| Algorithm	Flowchart
Step I → Start Step II → Read base, height Step III → Area = ½ (base × height) Step IV → Print area Step V → Stop	Start Read base, height Area = ½ (base × height) Print Area Stop

are made to control events.

2) **Program Flowchart ⇒**

It is a diagram that uses a set of standard graphic symbols to represent the sequence of coded instructions fed into a computer, enabling it to perform specified logical and arithmetical operations. It is a great tool to improve work efficiency.

Symbol	Name	Function
▭	Process	Indicates any type of internal operation inside the processor or memory
▱	Input/output	used for any input/output (I/O) operation
◇	Decision	used to ask a question
◯	connector	Allows the flowchart to be drawn without intersecting lines or without a reverse flow
⬭	Terminator	Indicates the starting or ending of program
↑↓ ⇒	Flow lines	Shows direction of flow