FLOWCHART

The flowchart is a diagram which visually presents the flow of data through processing systems. This means by seeing a flow chart one can know the operations performed and the sequence of these operations in a system. Algorithms are nothing but sequence of steps for solving problems. So a flow chart can be used for representing an algorithm.

A flowchart, will describe the operations (and in what sequence) are required to solve a given problem. You can see a flow chart as a blueprint of a design you have made for solving a problem.

Flowchart Symbols

There are 6 basic symbols commonly used in flowcharting of assembly language Programs:

- Terminal,
- Process,
- input/output,
- Decision,
- Connector and
- Predefined Process.
Problem 1: Flowchart to calculate the area of circle.
Problem 2: Convert temperature Fahrenheit to Celsius.

Problem 3: Flowchart to find the greatest from 2 numbers.
Problem 4: Flowchart to print the Even numbers between 9 and 100.

Problem 5: Flowchart for printing odd numbers less than a given number. It should also calculate their sum and count.
Problem 6: Flowchart for the calculate the average from 25 exam scores.

Assignments

1. Draw a flowchart to find the sum of first 100 natural numbers.
2. Draw a flow chart to find the largest of 3 numbers.
3. Draw a flowchart for check a given number is prime or not.