









# Flowchart In Programming

Flowchart is a diagrammatic representation of an algorithm. Flowchart are very helpful in writing program and explaining program to others.

## Symbols Used In Flowchart

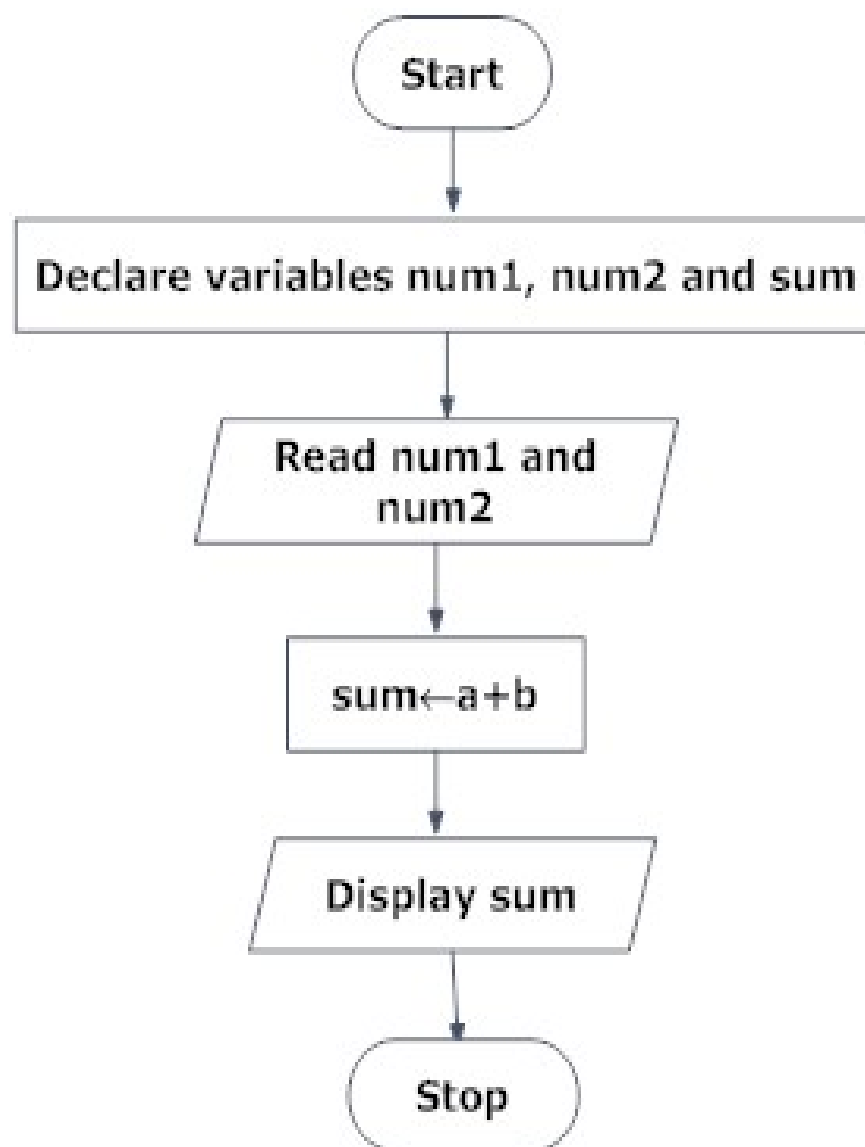
Different symbols are used for different states in flowchart, For example: Input/Output and decision making has different symbols. The table below describes all the symbols that are used in making flowchart

Symbol	Purpose	Description
	Flow line	Used to indicate the flow of logic by connecting symbols.
	Terminal(Stop/Start)	Used to represent start and end of flowchart.
	Input/Output	Used for input and output operation.
	Processing	Used for airthmetic operations and data-manipulations.
	Desicion	Used to represent the operation in which there are two alternatives, true and false.
	On-page Connector	Used to join different flowline

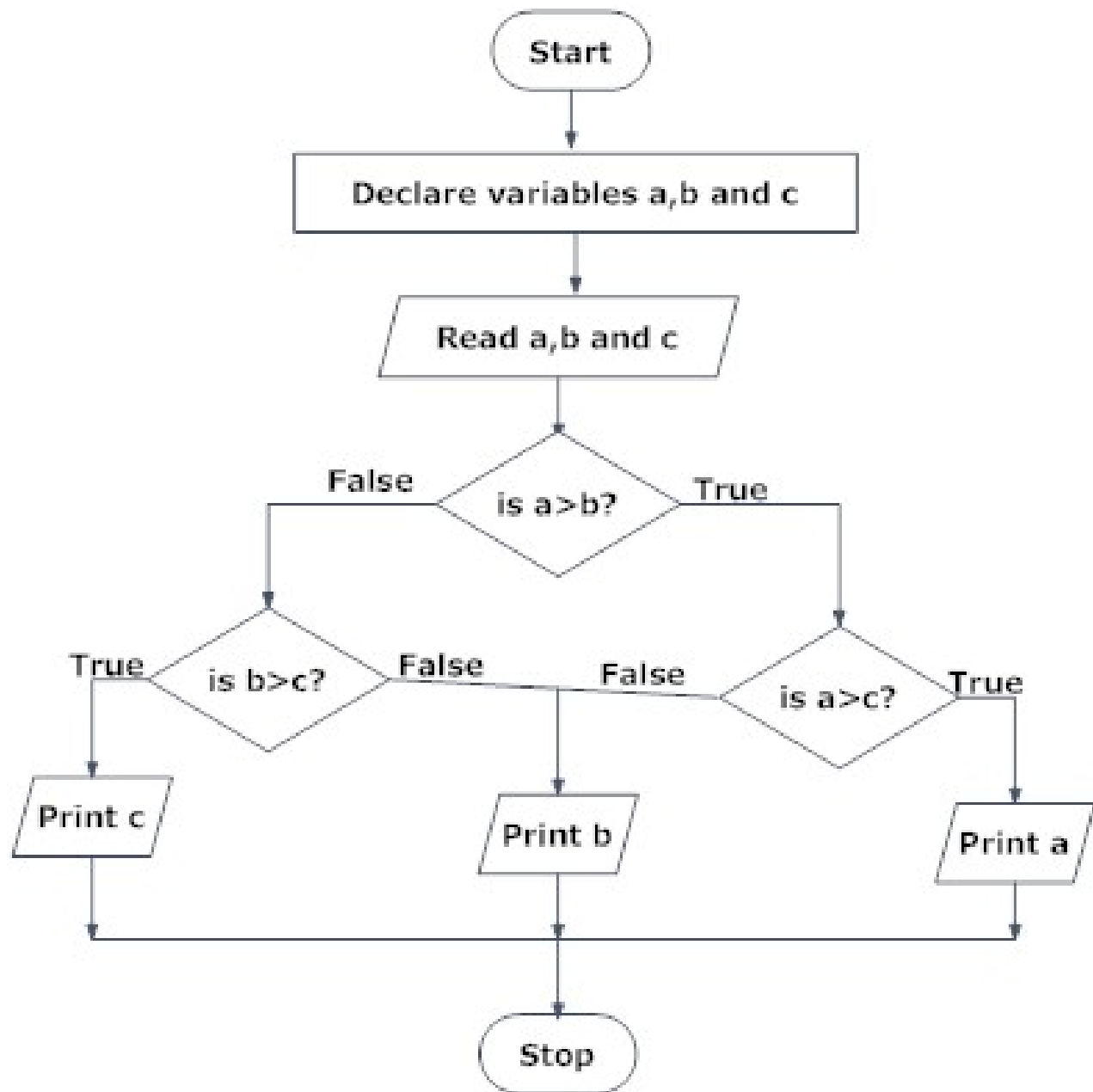
	Off-page Connector	Used to connect flowchart portion on different page.
	Predefined Process/Function	Used to represent a group of statements performing one processing task.

## Examples of flowcharts in programming

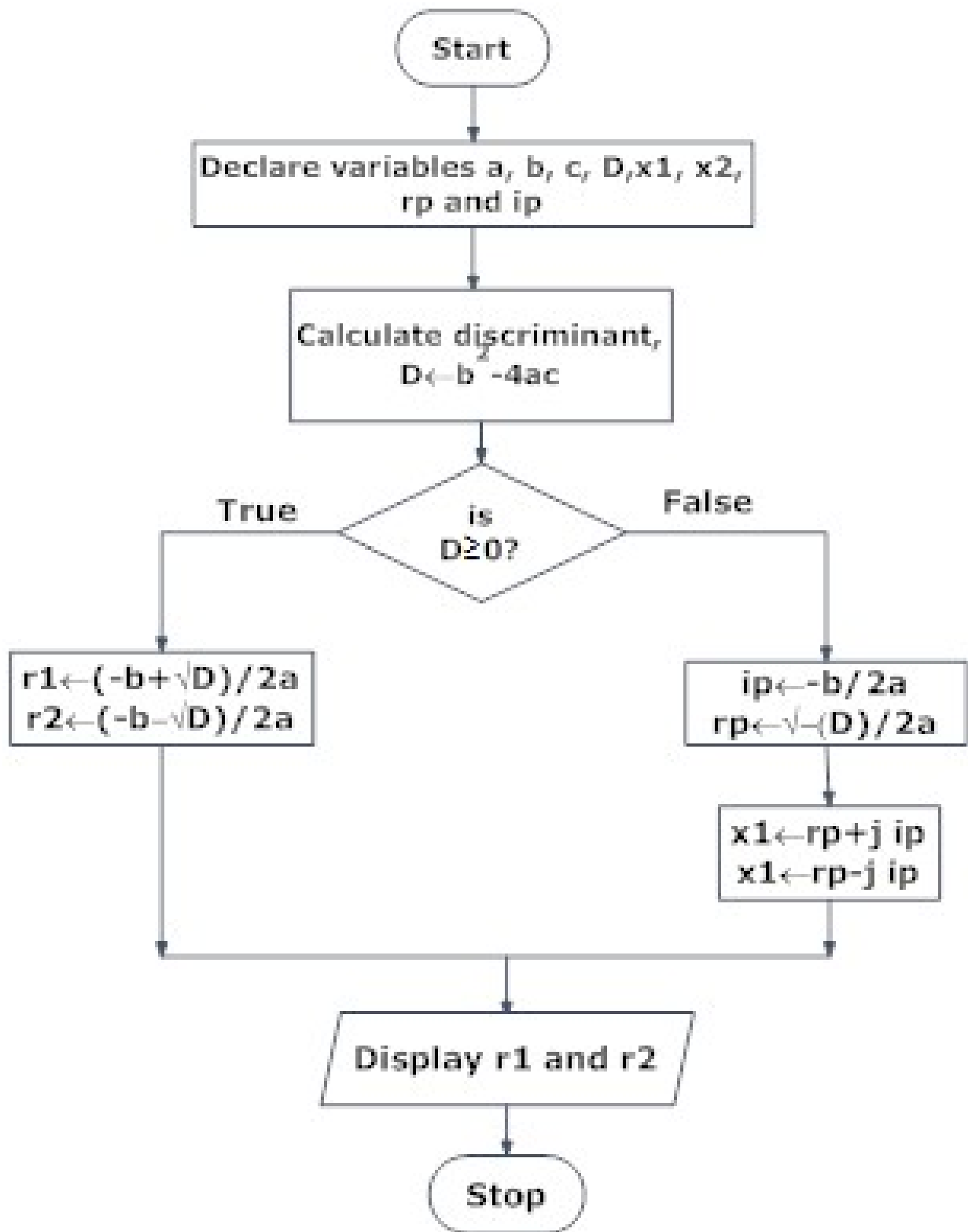
Draw a flowchart to add two numbers entered by user.



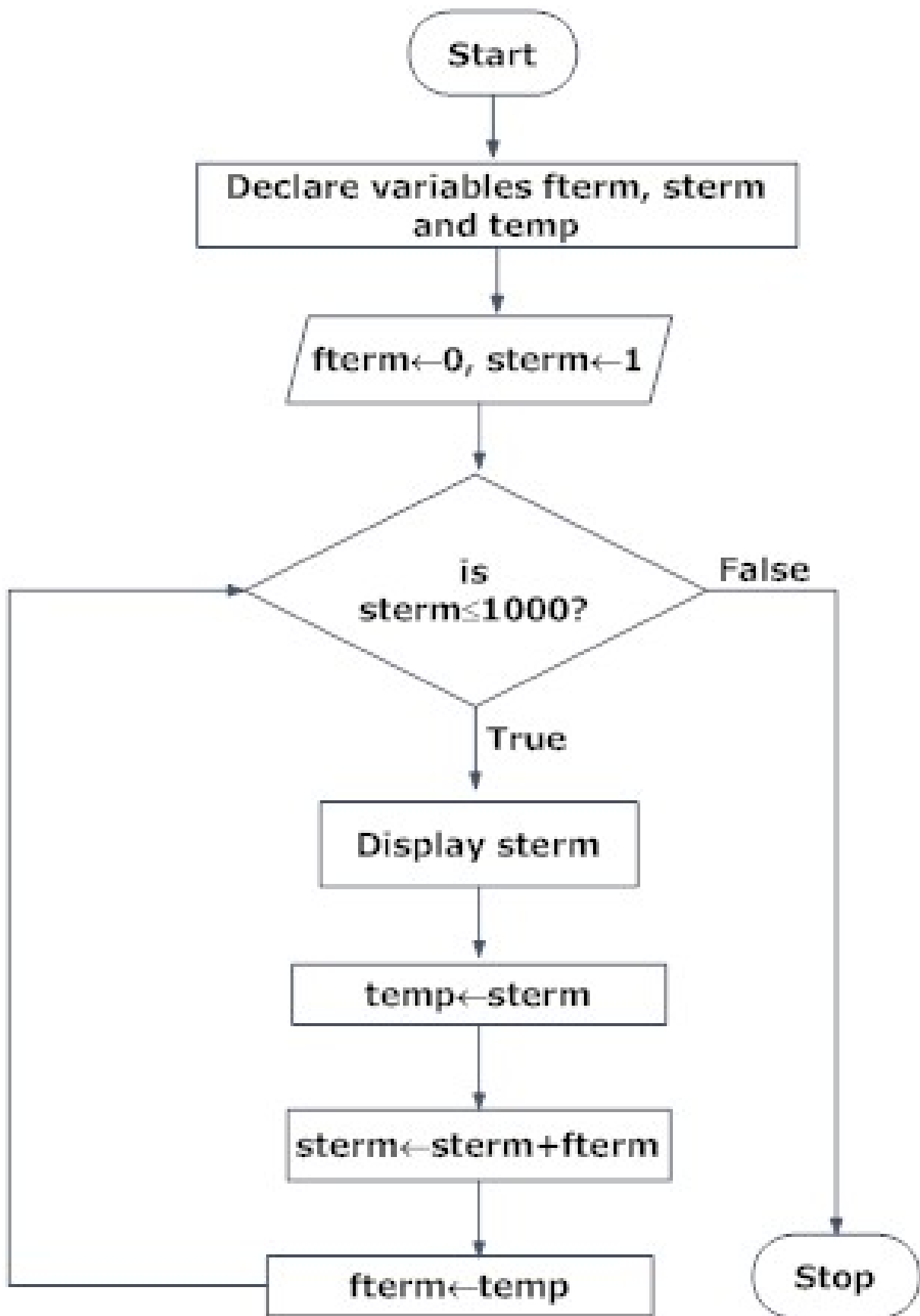
Draw flowchart to find the largest among three different numbers entered by user.



Draw a flowchart to find all the roots of a quadratic equation  $ax^2+bx+c=0$



Draw a flowchart to find the Fibonacci series till term  $\leq 1000$ .



Though, flowchart are useful in efficient coding, debugging and analysis of a program, drawing flowchart in very complicated in case of complex programs and often ignored.

