

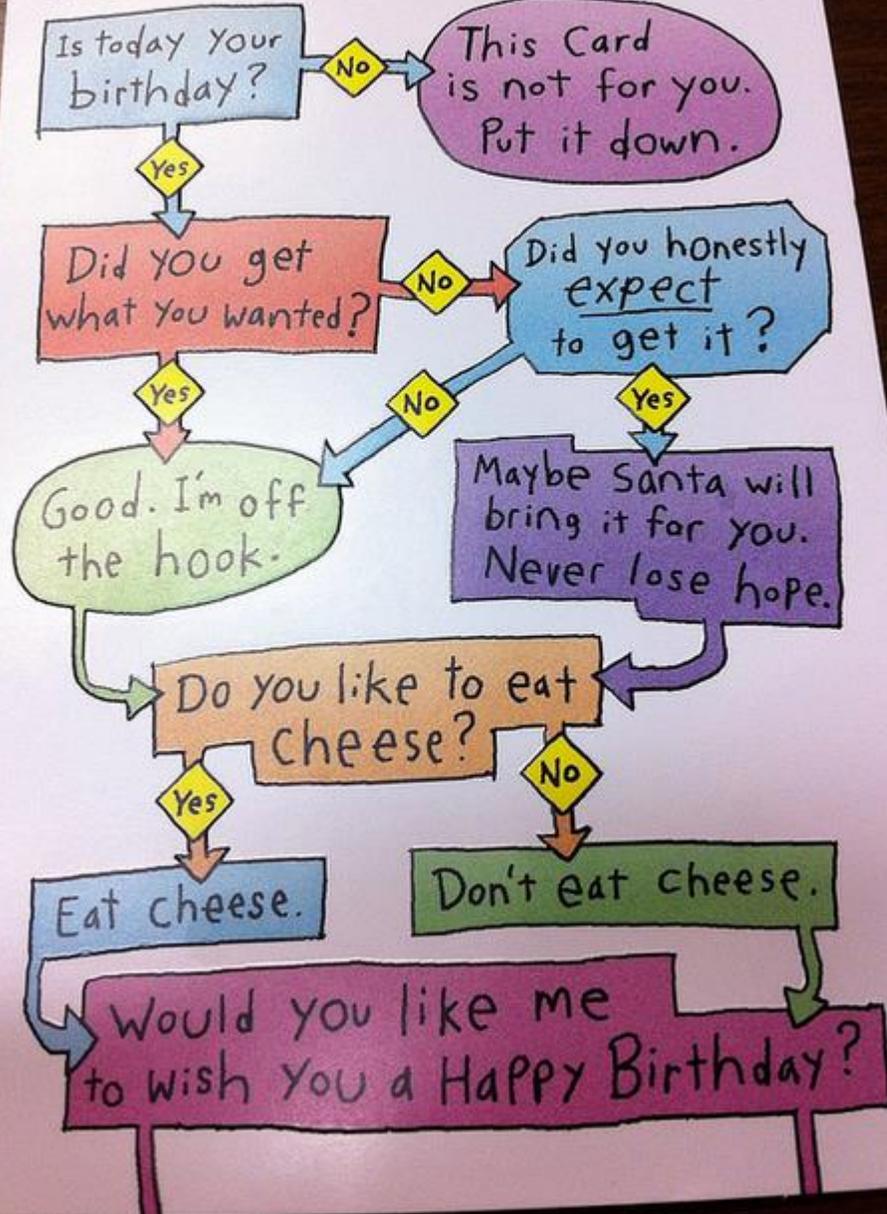
Flowcharts

Graphically representing the path of the program

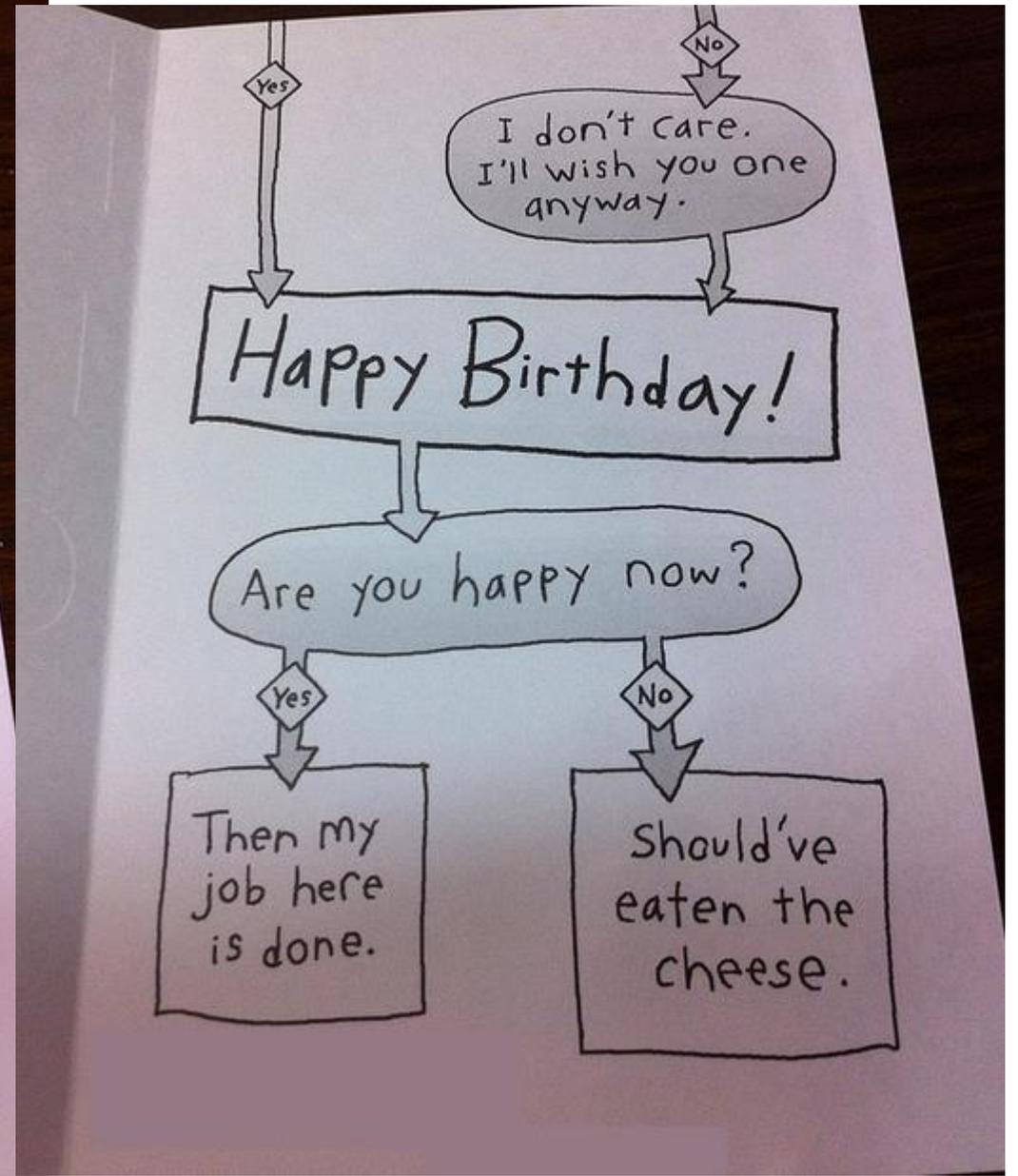


You've maybe
seen some of the
joke flowcharts.

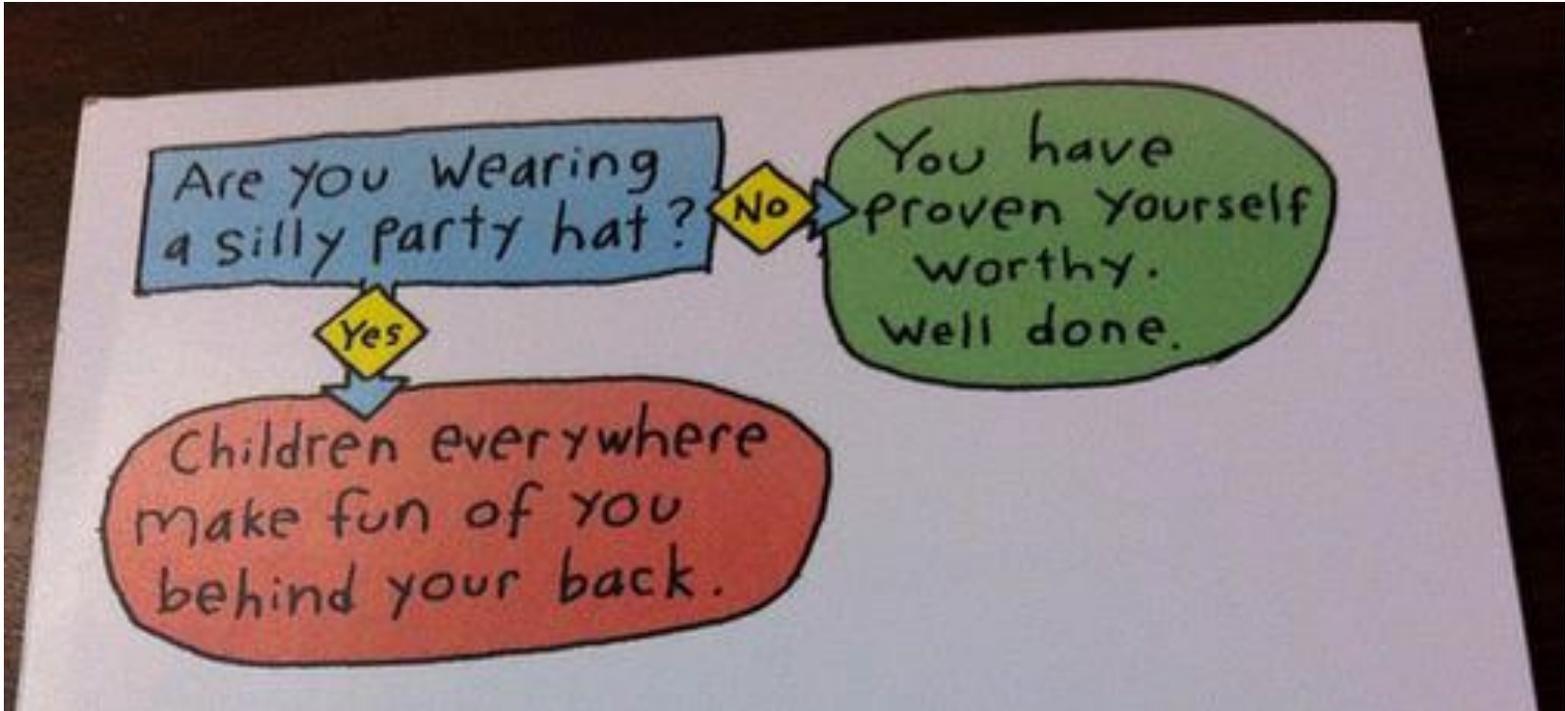
A Birthday FLOWCHART



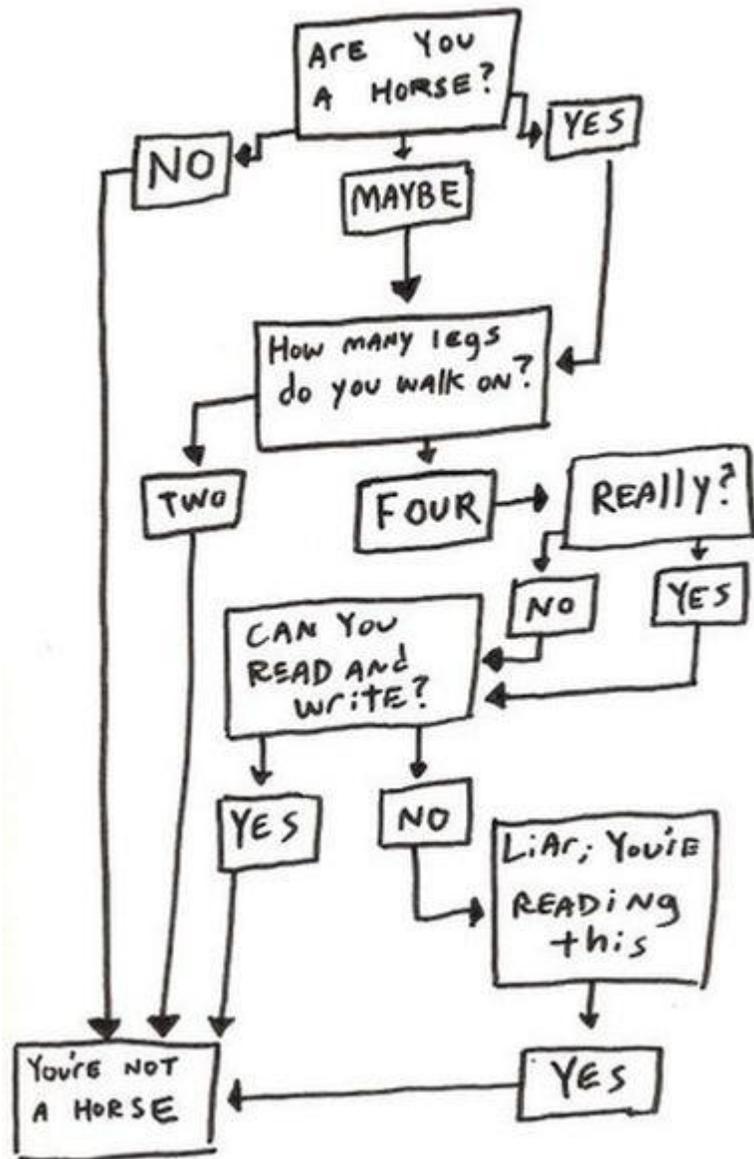
The Birthday Card that I got my sister.



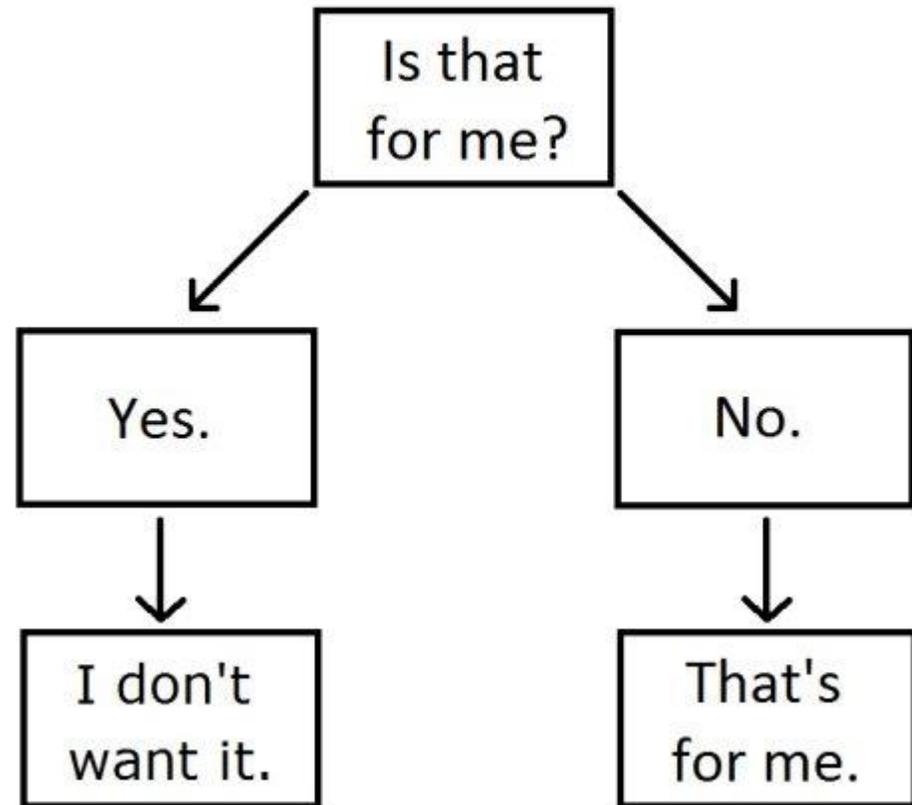
On the back:



AM I A HORSE? A HELPFUL FLOW CHART



My Cat's Decision-Making Tree.



That's not what
we are making.



Flowcharts are part of the program

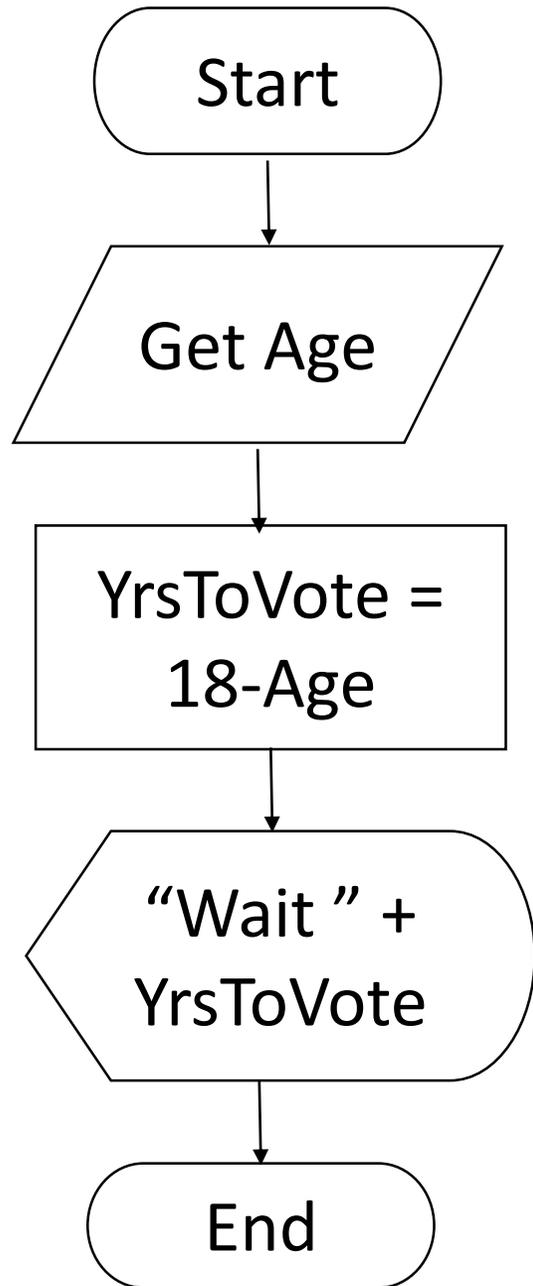


process.

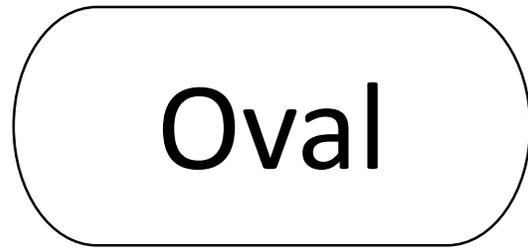
Flowcharts are also
useful to help you
visualize the
flow of a program.



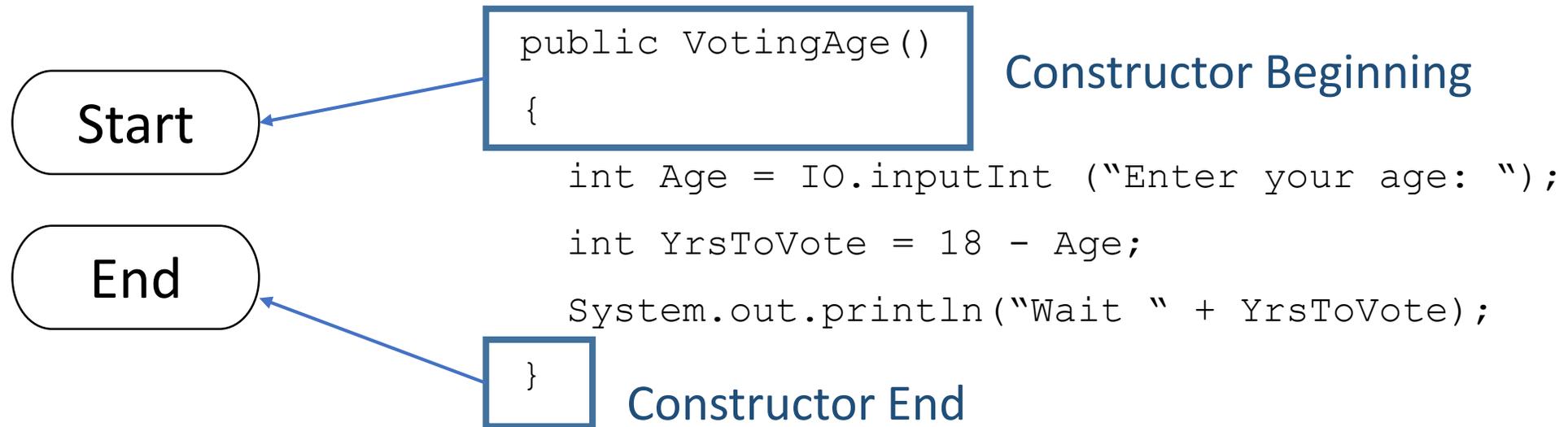
An example:



```
public VotingAge()  
{  
    int Age = IO.inputInt ("Enter your age: ");  
  
    int YrsToVote = 18 - Age;  
  
    System.out.println("Wait " + YrsToVote);  
}
```



Terminal



- One Start and One End for each program. No more, no less.
- Only holds "Start" and "End"
- Only one arrow comes out of the Start. No arrows for End.



Input



```
public VotingAge()
```

```
{
```

```
int Age = IO.inputInt ("Enter your age: ");
```

```
int YrsToVote = 18 - Age;
```

```
System.out.println("Wait " + YrsToVote);
```

```
}
```

IO lines

- Used for IO lines.
- Only write "Get" + variable name
- Don't write the prompt (question)
- Only one arrow comes out of it.

Rectangle

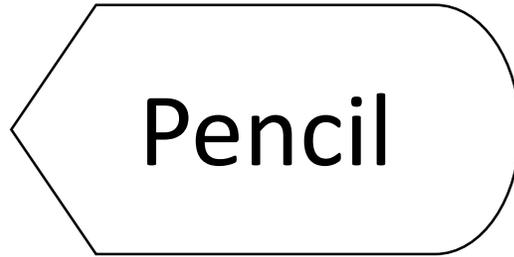
Processing

YrsToVote =
18-Age

```
public VotingAge()  
{  
    int Age = IO.inputInt ("Enter your age: ");  
    int YrsToVote = 18 - Age;  
    System.out.println("Wait " + YrsToVote);  
}
```

Math lines

- Used for Math Lines.
- Leave out the variable type, but write everything else
- Only one arrow comes out of it.



Output

```
public VotingAge()
```

```
{
```

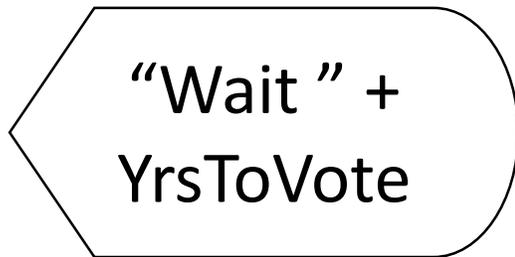
```
    int Age = IO.inputInt ("Enter your age: ");
```

```
    int YrsToVote = 18 - Age;
```

System.out lines

```
    System.out.println("Wait " + YrsToVote);
```

```
}
```

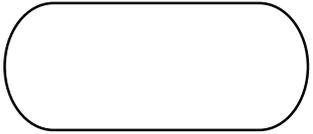


- Used for System.out.println lines.
- Leave out the System.out.println(); but write everything else
- Only one arrow comes out of it.

Flowchart Summary

Shape

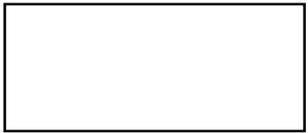
Formal: informal



Terminal: start, end



Input: IO
keyboard input



Process: calculations



Output: System.out

Rules

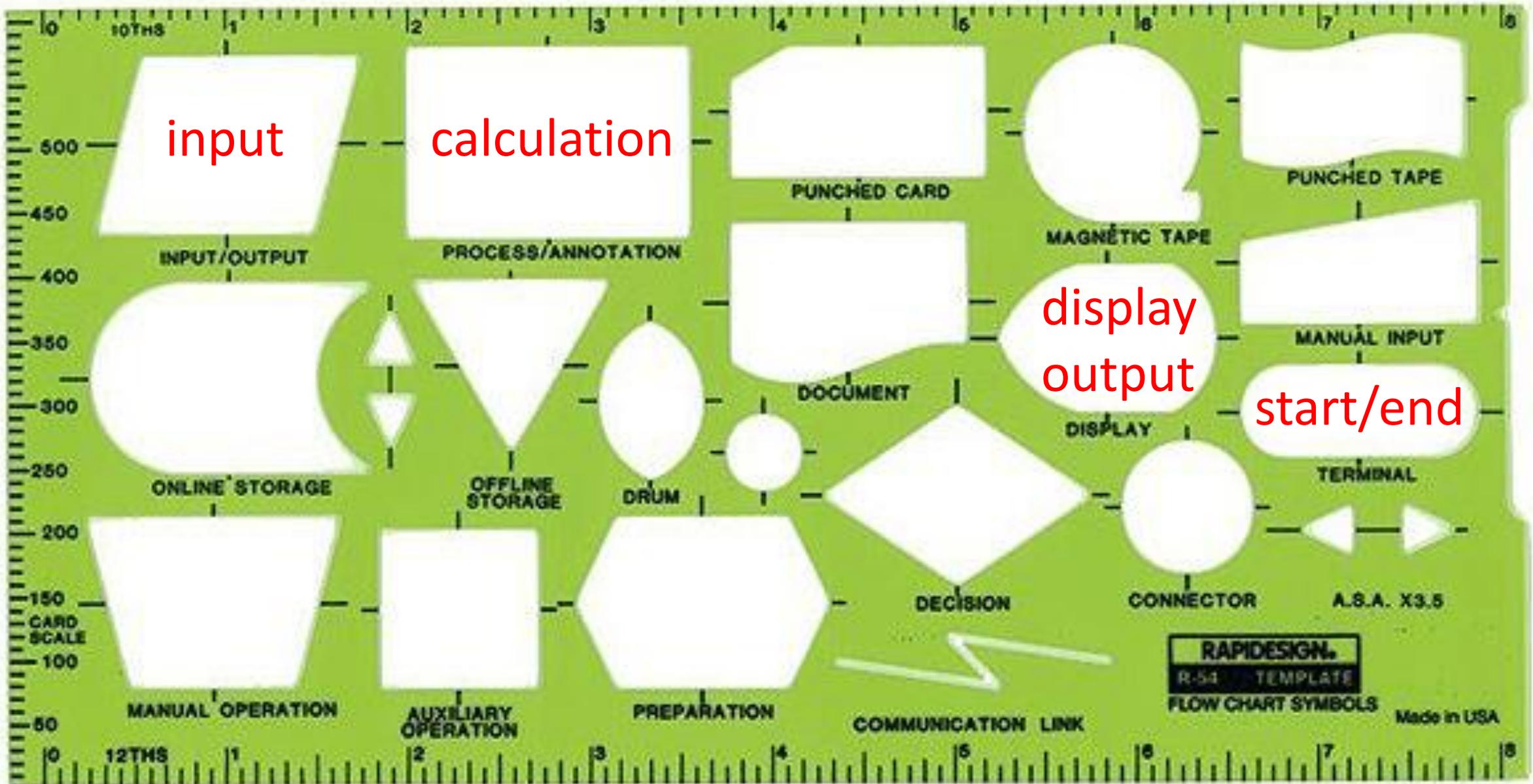
There is only one start and one end.

Arrows connect the pieces.

Flow is up to down or left to right.

Lines do not cross.

No shape can have more than 1 arrow come out of it.



input

calculation

display
output

start/end

INPUT/OUTPUT

PROCESS/ANNOTATION

PUNCHED CARD

MAGNETIC TAPE

PUNCHED TAPE

ONLINE STORAGE

OFFLINE STORAGE

DRUM

DOCUMENT

DISPLAY

MANUAL INPUT

TERMINAL

MANUAL OPERATION

AUXILIARY OPERATION

PREPARATION

DECISION

CONNECTOR

A.S.A. X3.5

COMMUNICATION LINK

RAPIDESIGN
R-51 TEMPLATE
FLOW CHART SYMBOLS

Made in USA

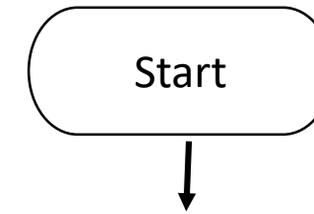
Make a flowchart for this code:

```
public Mark() {  
1  int mark = IO.inputInt("What was your test mark? ");  
2  int total = IO.inputInt("What was the test total? ");  
3  int per = mark*100/total;  
4  System.out.println("That was "+per+"%");  
5  System.out.println("Good job!");  
}
```



Start at
the
beginning

Make a flowchart for this code:

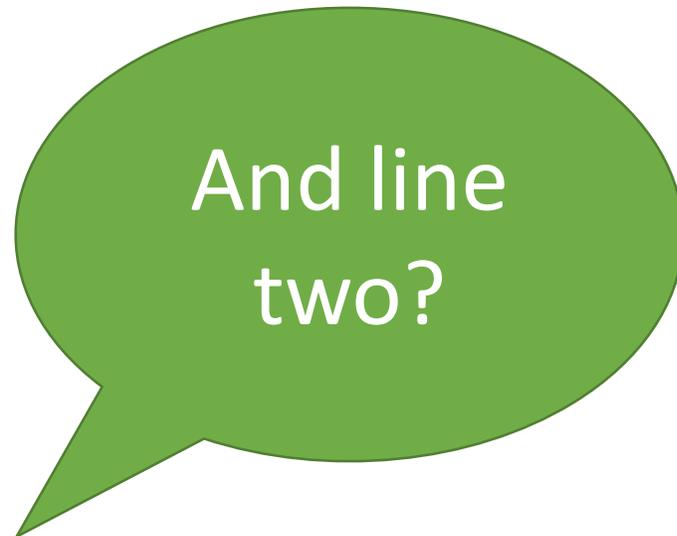
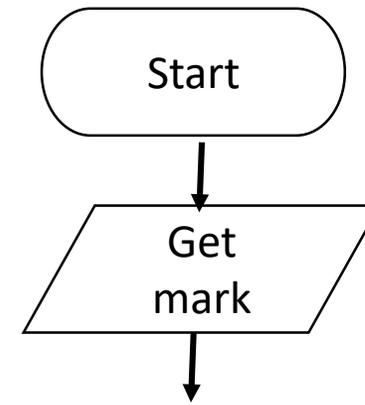


```
public Mark() {  
1  int mark = IO.inputInt("What was your test mark? ");  
2  int total = IO.inputInt("What was the test total? ");  
3  int per = mark*100/total;  
4  System.out.println("That was "+per+"%");  
5  System.out.println("Good job!");  
}
```

What shape works for the next line?

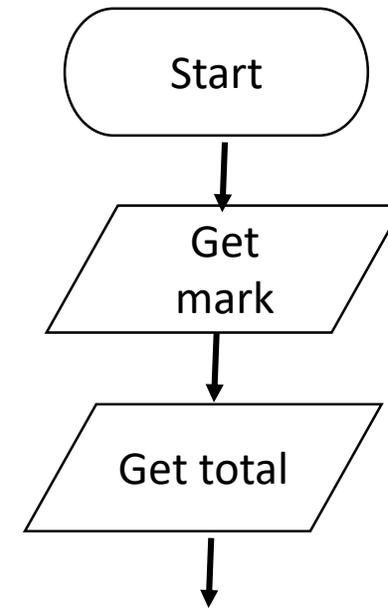
Make a flowchart for this code:

```
public Mark() {  
1  int mark = IO.inputInt("What was your test mark? ");  
2  int total = IO.inputInt("What was the test total? ");  
3  int per = mark*100/total;  
4  System.out.println("That was "+per+"%");  
5  System.out.println("Good job!");  
}
```



Make a flowchart for this code:

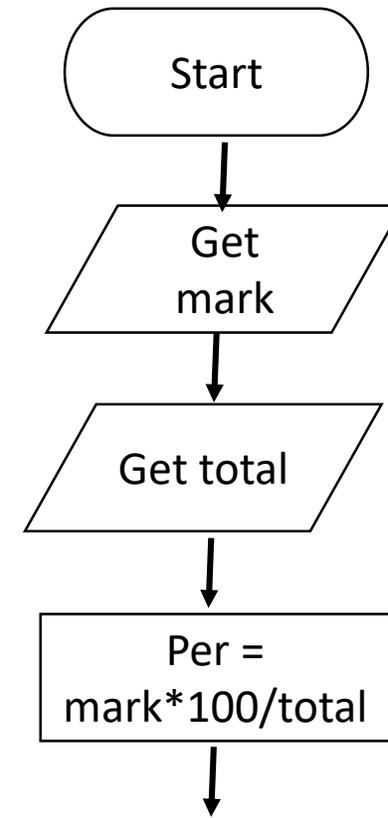
```
public Mark() {  
1  int mark = IO.inputInt("What was your test mark? ");  
2  int total = IO.inputInt("What was the test total? ");  
3  int per = mark*100/total;  
4  System.out.println("That was "+per+"%");  
5  System.out.println("Good job!");  
}
```



What happens inbetween line 2 & 3?

Make a flowchart for this code:

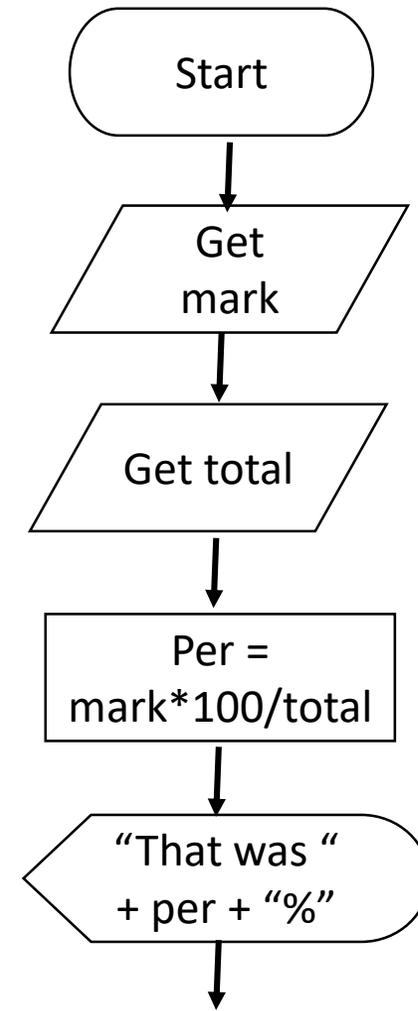
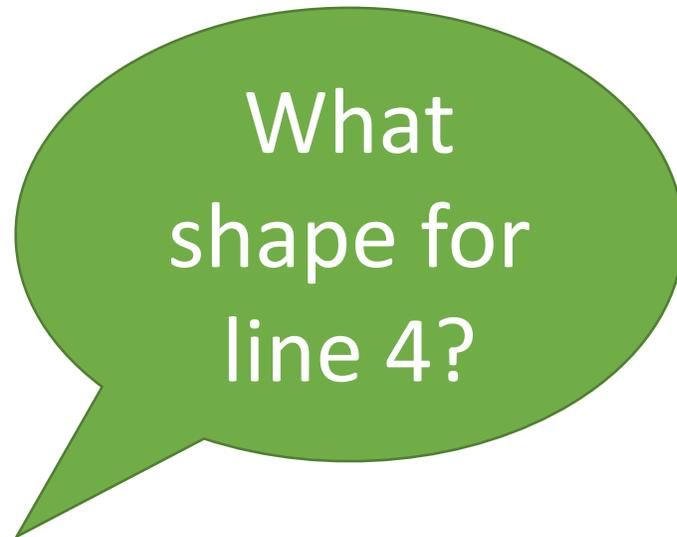
```
public Mark() {  
1  int mark = IO.inputInt("What was your test mark? ");  
2  int total = IO.inputInt("What was the test total? ");  
3  int per = mark*100/total;  
4  System.out.println("That was "+per+"%");  
5  System.out.println("Good job!");  
}
```



What shape
is needed
for line 3?

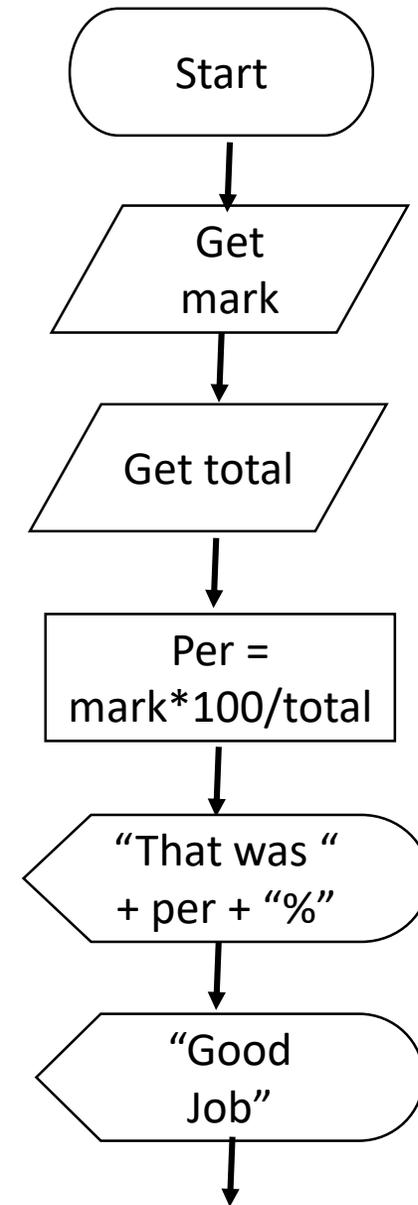
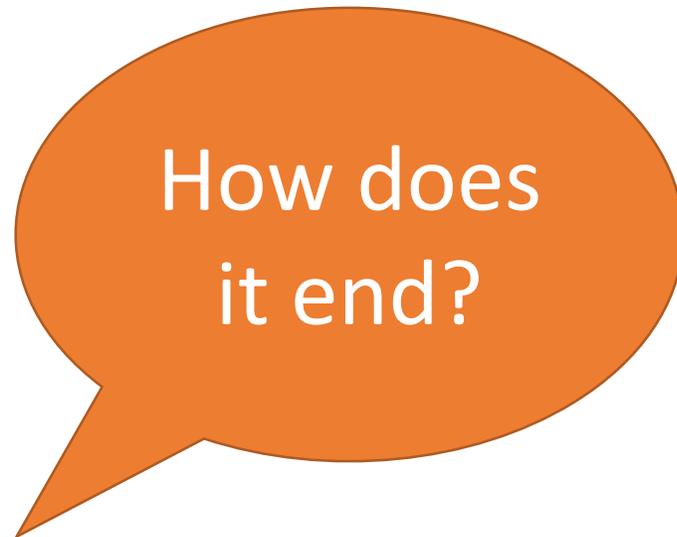
Make a flowchart for this code:

```
public Mark() {  
1  int mark = IO.inputInt("What was your test mark? ");  
2  int total = IO.inputInt("What was the test total? ");  
3  int per = mark*100/total;  
4  System.out.println("That was "+per+"%");  
5  System.out.println("Good job!");  
}
```



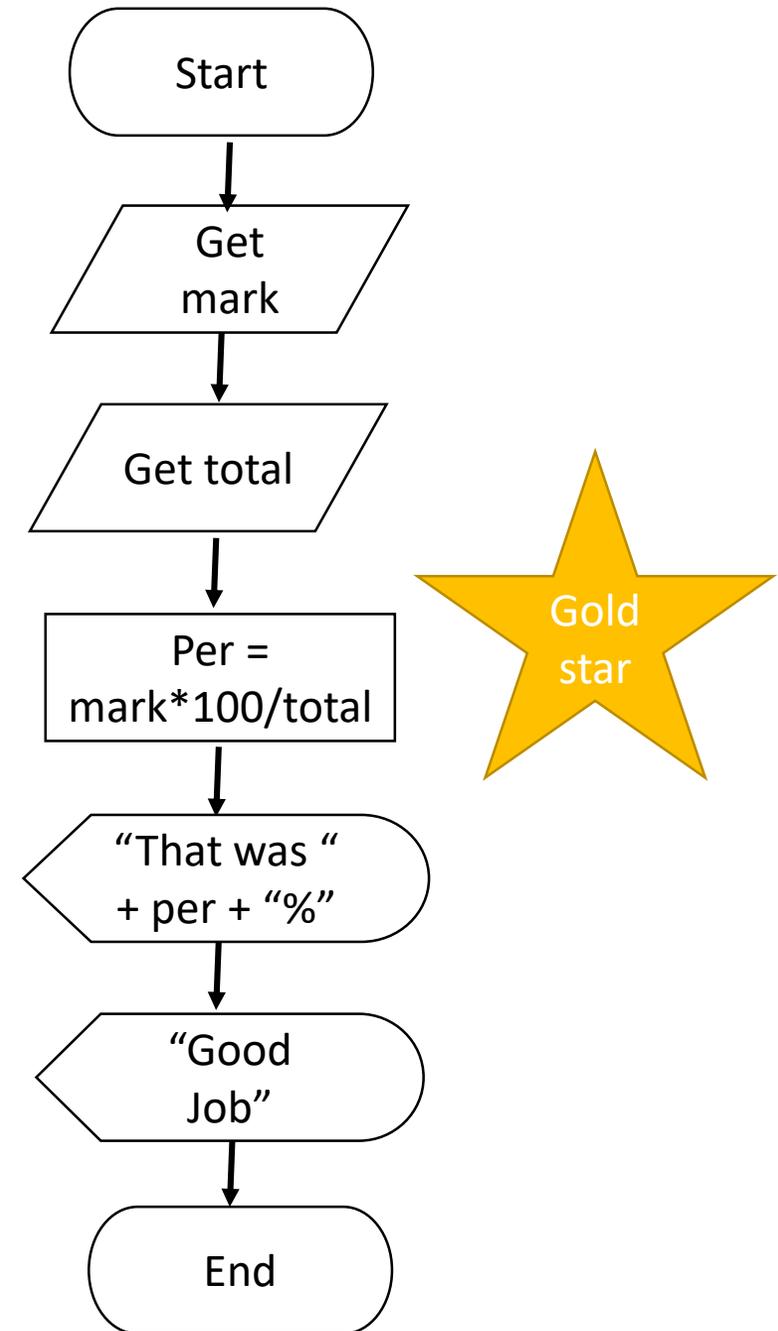
Make a flowchart for this code:

```
public Mark() {  
1  int mark = IO.inputInt("What was your test mark? ");  
2  int total = IO.inputInt("What was the test total? ");  
3  int per = mark*100/total;  
4  System.out.println("That was "+per+"%");  
5  System.out.println("Good job!");  
}
```



Make a flowchart for this code:

```
public Mark() {  
1 int mark = IO.inputInt("What was your test mark? ");  
2 int total = IO.inputInt("What was the test total? ");  
3 int per = mark*100/total;  
4 System.out.println("That was "+per+"%");  
5 System.out.println("Good job!");  
}
```



Let's try
another.



Make a flowchart for this output:

Cylinder Surface Area and Volume

Height: 4.2

Radius: 3.4

The surface area is 99.04

The volume is 152.5317



Start at the beginning

Make a flowchart for this output:

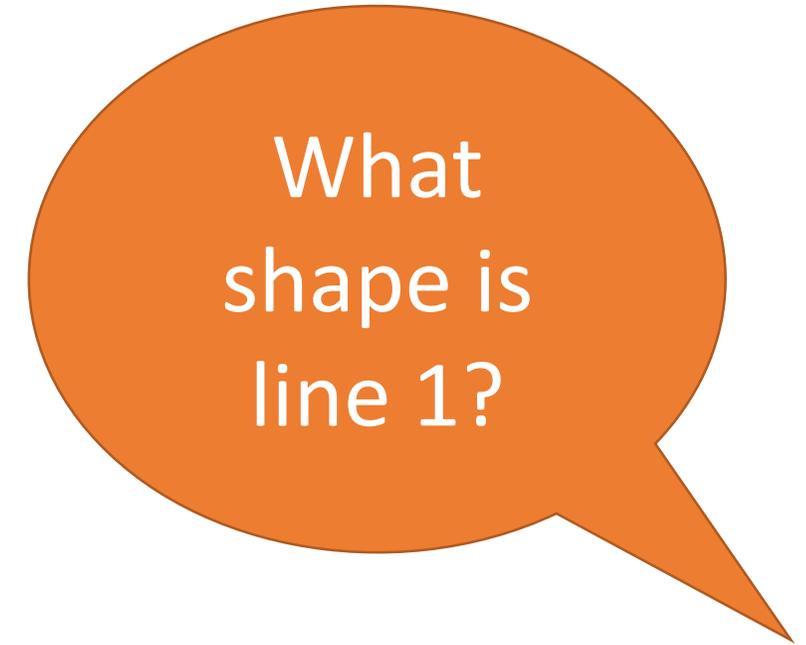
Cylinder Surface Area and Volume

Height: 4.2

Radius: 3.4

The surface area is 99.04

The volume is 152.5317



Make a flowchart for this output:

Cylinder Surface Area and Volume

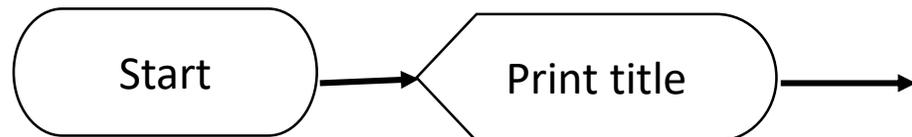
Height: 4.2

Radius: 3.4

The surface area is 99.04

The volume is 152.5317

What shape
are the next
2 lines?
(2&3)



Make a flowchart for this output:

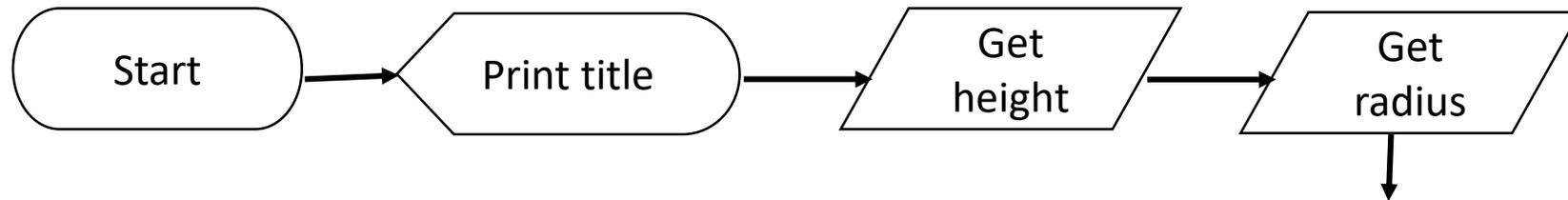
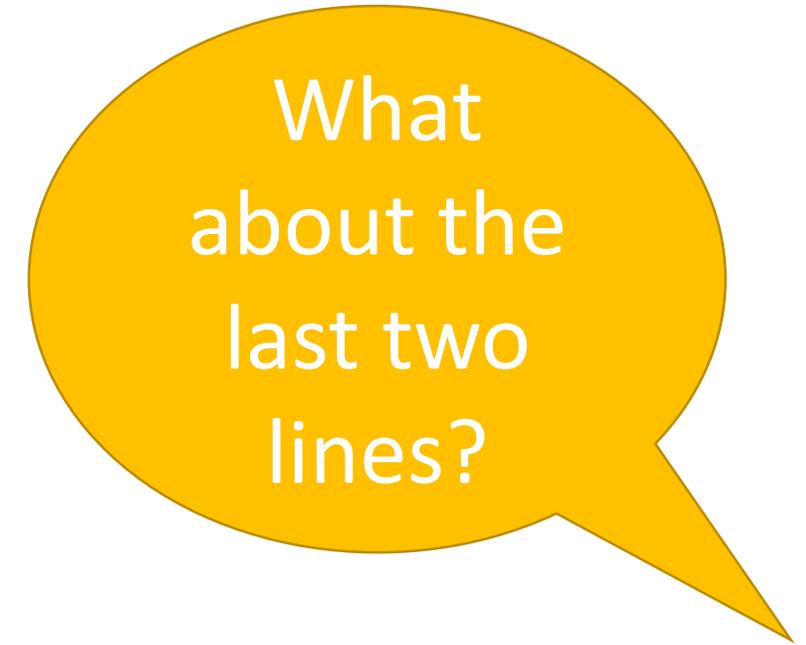
Cylinder Surface Area and Volume

Height: 4.2

Radius: 3.4

The surface area is 99.04

The volume is 152.5317



Make a flowchart for this output:

Cylinder Surface Area and Volume

Height: 4.2

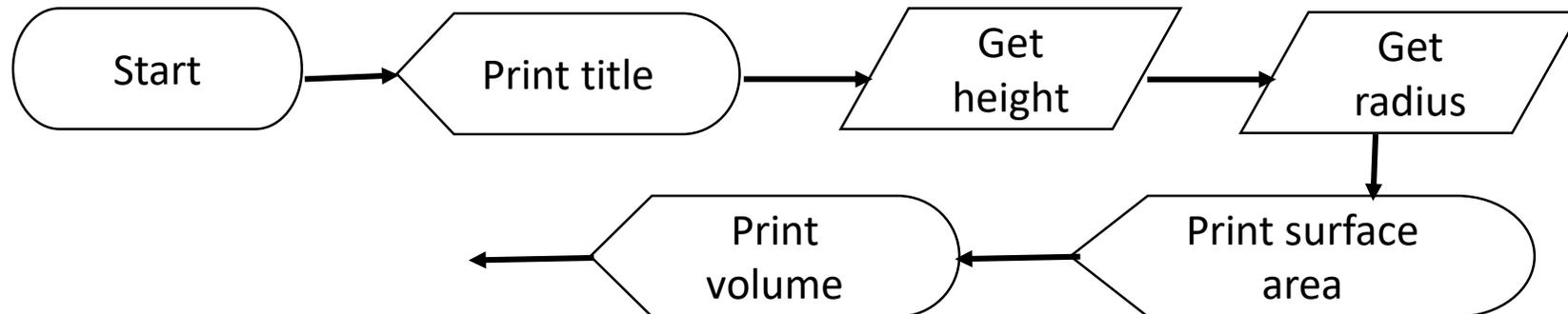
Radius: 3.4

The surface area is 99.04

The volume is 152.5317

Hey! Where did those two numbers come from?

Oh yeah. We missed a step.



Make a flowchart for this output:

Cylinder Surface Area and Volume

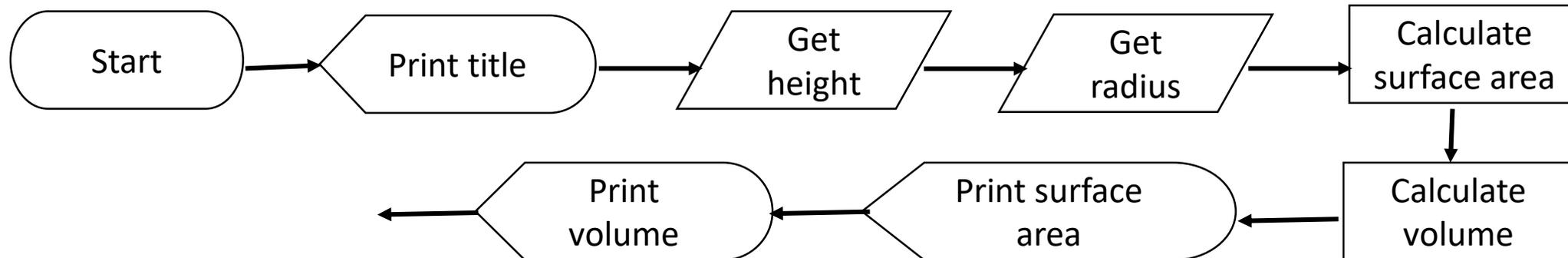
Height: 4.2

Radius: 3.4

The surface area is 99.04

The volume is 152.5317

Then, what
shape to
end it?



Make a flowchart for this output:

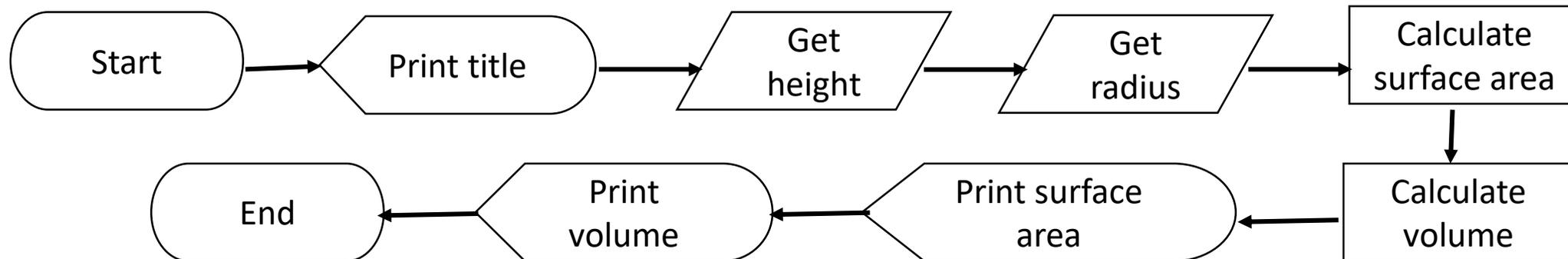
Cylinder Surface Area and Volume

Height: 4.2

Radius: 3.4

The surface area is 99.04

The volume is 152.5317



```
public class flowchart {
    public static void main(String args[]) {
        new flowchart();
    }
    public flowchart() {
        double a = IO.inputDouble("What is a?");
        double b = IO.inputDouble("What is b?");
        double c = IO.inputDouble("What is c?");
        double pos = (-b+(Math.sqrt(b*b-4*a*c)))/2*a;
        double neg = (-b-(Math.sqrt(b*b-4*a*c)))/2*a;
        System.out.println("The roots are "+pos+", "+neg);
    }
}
```

First, let's
classify the
code!

```
public class flowchart {
    public static void main(String args[]) {
        new flowchart();
    }
    public flowchart() {
        double a = IO.inputDouble("What is a?");
        double b = IO.inputDouble("What is b?");
        double c = IO.inputDouble("What is c?");
        double pos = (-b+(Math.sqrt(b*b-4*a*c)))/2*a;
        double neg = (-b-(Math.sqrt(b*b-4*a*c)))/2*a;
        System.out.println("The roots are "+pos+", "+neg);
    }
}
```

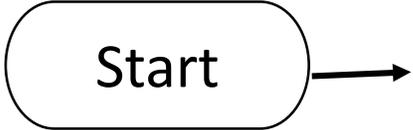
```
public class flowchart {
    public static void main(String args[]) {
        new flowchart();
    }
    public flowchart() {
        double a = IO.inputDouble("What is a?");
        double b = IO.inputDouble("What is b?");
        double c = IO.inputDouble("What is c?");
        double pos = (-b+(Math.sqrt(b*b-4*a*c))/2*a);
        double neg = (-b-(Math.sqrt(b*b-4*a*c))/2*a);
        System.out.println("The roots are "+pos+", "+neg);
    }
}
```

```
public class flowchart {
    public static void main(String args[]) {
        new flowchart();
    }
    public flowchart() {
        double a = IO.inputDouble("What is a?");
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        double c = IO.inputDouble("What is c?");
        double pos = (-b+(Math.sqrt(b*b-4*a*c))/2*a;
        double neg = (-b-(Math.sqrt(b*b-4*a*c))/2*a;
        System.out.println("The roots are "+pos+", "+neg);
    }
}
```

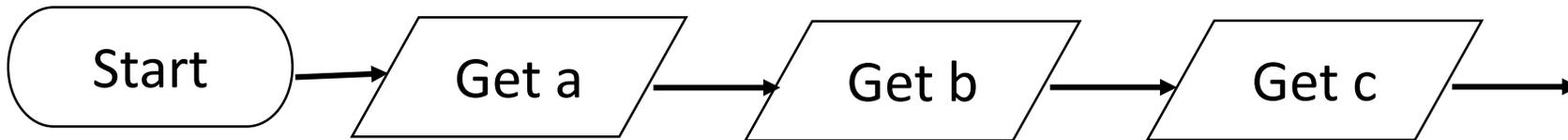
Start with
what shape?

```
public class flowchart {
    public static void main(String args[]) {
        new flowchart();
    }
    public flowchart() {
        double a = IO.inputDouble("What is a?");
        double b = IO.inputDouble("What is b?");
        double c = IO.inputDouble("What is c?");
        double pos = (-b+(Math.sqrt(b*b-4*a*c))/2*a);
        double neg = (-b-(Math.sqrt(b*b-4*a*c))/2*a);
        System.out.println("The roots are "+pos+", "+neg);
    }
}
```

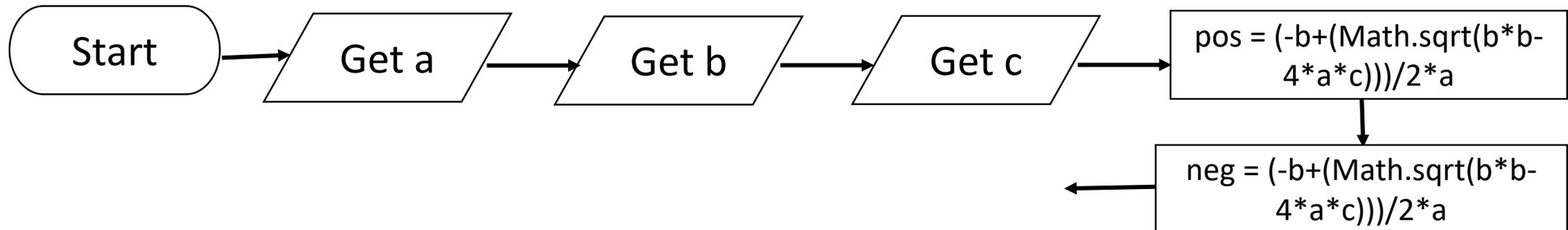
What goes in the parallelogram?



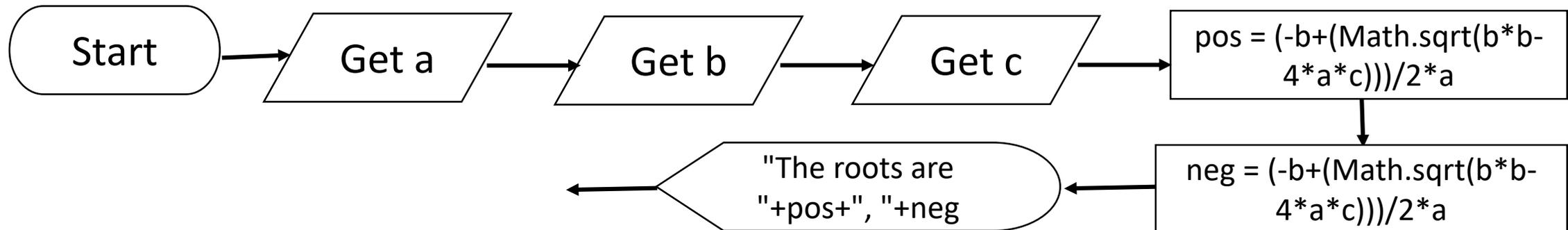
```
public class flowchart {  
    public static void main(String args[]) {  
        new flowchart();  
    }  
    public flowchart() {  
        double a = IO.inputDouble("What is a?");  
        double b = IO.inputDouble("What is b?");  
        double c = IO.inputDouble("What is c?");  
        double pos = (-b+(Math.sqrt(b*b-4*a*c))/2*a);  
        double neg = (-b-(Math.sqrt(b*b-4*a*c))/2*a);  
        System.out.println("The roots are "+pos+", "+neg);  
    }  
}
```



```
public class flowchart {
    public static void main(String args[]) {
        new flowchart();
    }
    public flowchart() {
        double a = IO.inputDouble("What is a?");
        double b = IO.inputDouble("What is b?");
        double c = IO.inputDouble("What is c?");
        double pos = (-b+(Math.sqrt(b*b-4*a*c)))/2*a;
        double neg = (-b-(Math.sqrt(b*b-4*a*c)))/2*a;
        System.out.println("The roots are "+pos+", "+neg);
    }
}
```

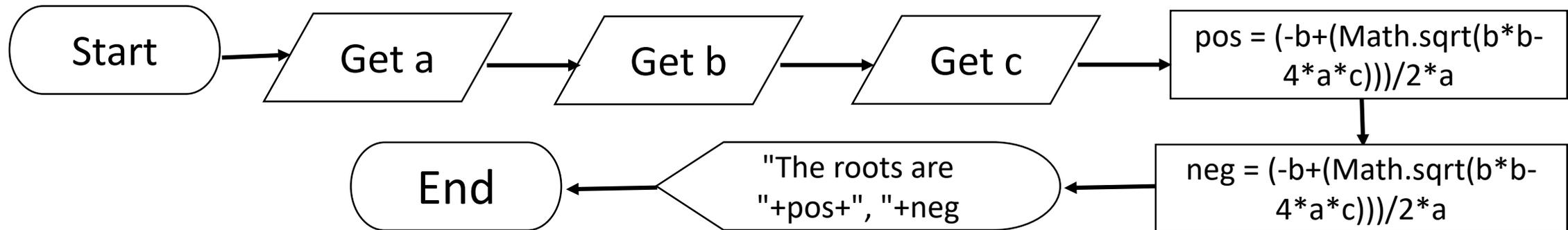


```
public class flowchart {
    public static void main(String args[]) {
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    public flowchart() {
        double a = IO.inputDouble("What is a?");
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        double c = IO.inputDouble("What is c?");
        double pos = (-b+(Math.sqrt(b*b-4*a*c)))/2*a;
        double neg = (-b-(Math.sqrt(b*b-4*a*c)))/2*a;
        System.out.println("The roots are "+pos+", "+neg);
    }
}
```



```
public class flowchart {  
    public static void main(String args[]) {  
        new flowchart();  
    }  
    public flowchart() {  
        double a = IO.inputDouble("What is a?");  
        double b = IO.inputDouble("What is b?");  
        double c = IO.inputDouble("What is c?");  
        double pos = (-b+(Math.sqrt(b*b-4*a*c)))/2*a;  
        double neg = (-b-(Math.sqrt(b*b-4*a*c)))/2*a;  
        System.out.println("The roots are "+pos+", "+neg);  
    }  
}
```

How do we end?



Flowcharts

- Diagrams that trace how a computer FLOWS through a piece of code.
- Used to plan out a program before you code.
- Also used to understand a program because it represents it visually.

Flowchart Rules

There is only one start and one end.

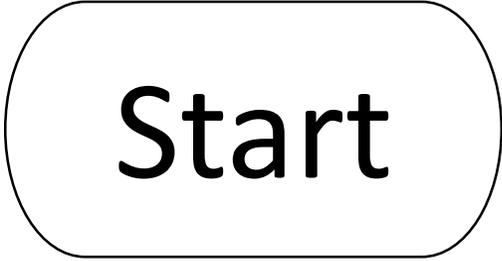
Arrows connect the pieces.

Flow is up to down or left to right.

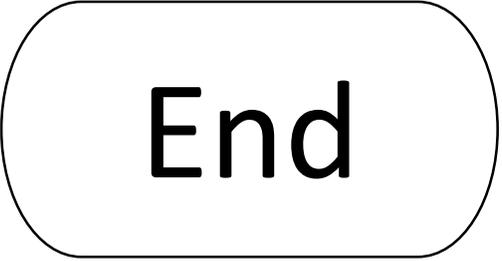
Lines do not cross.

The only shape with can have 2 lines come out of it is a diamond.

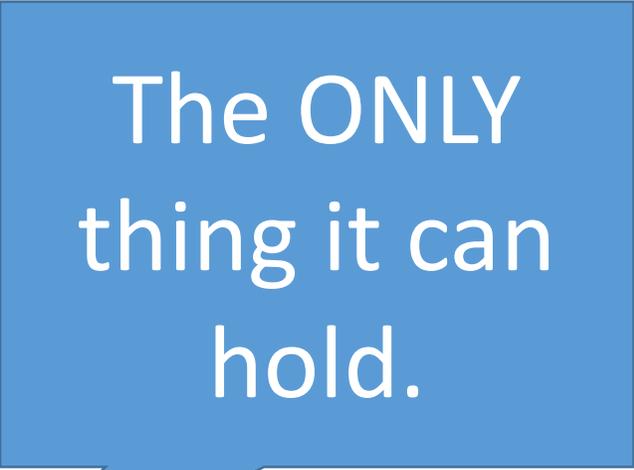
No shape can have more than 2 lines come out of it.



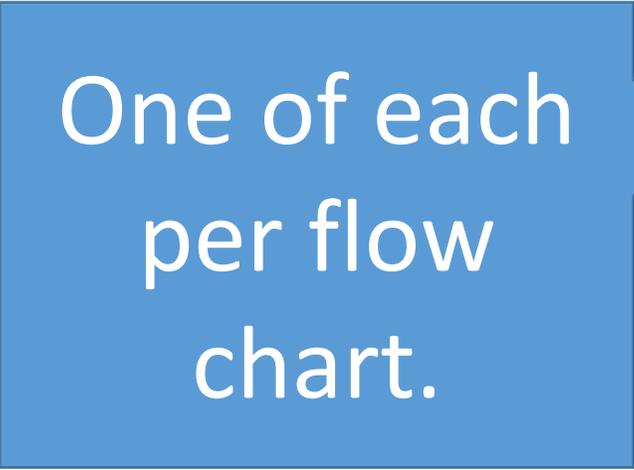
Start



End



The **ONLY**
thing it can
hold.



One of each
per flow
chart.

Get n

```
int n = IO.inputInt("Number? ");
```

From IO,input
lines

ONLY write
"Get" + variable name

$$SA = 6 * a * a$$

Calculate
surface area

```
int SA = 6 * a * a;
```

Math
calculations

Leave the variable
type off, put in the
calculation

Giant

"The total
is "+n

```
System.out.println("Giant");  
System.out.println("The total is "+n);
```

System.out.println
statements

Just include what is in
the brackets.