STUDY PROJECT

ON

"FLOWCHART & ALGORITHM"

By

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Submitted to

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ABSTRACT

This seminar on Flowchart & Algorithm. This seminar is mainly used to show the program in diagrammatical model with the help of Fundamentals of Information Technology we can know how to handle the Program by drawing a flowchart and we can write a program in system.

By doing the flow chart we can easily understand the programs concept .So it compulsory to do the flowchart before writing the programs in any computer Language.

INTRODUCTION TO FLOWCHARTING

Program flowchart is a tool that aids program development. Before writing a program, it is usual to draw program flowchart to arrive at the correct program logic. A flowchart is a diagrammatic representation of program logic. Program logic refers to the order in which the computer executes the statements in a program. It illustrates the sequence of operations to be performed to arrive at a solution. The operations are placed in boxes and arrows connect the boxes in the order of execution. A structured flowchart is thus a diagram that depicts an algorithm. Flowcharting is the process of representing system's processes and sequences of operations through charts.

The flowcharts simplify the reasoning process and present the sequence of steps to the solution. Construction of flowchart is a valuable exercise in arriving at the right logical solution of a problem. Flowcharts are widely used to facilitate better understanding of methods, processes or systems. The construction of flowcharts is in conformity with human tendency to read from left to right and top to bottom. A deviation from this natural flow is allowed if it improves the presentation.

Kinds of Flowcharts

There are several types of flowcharts. The flowcharts most often used in structured programming are (a) system flowcharts and (b) program flowchart.

(a) System Flowchart

The system flowchart defines the broad processing in an organization showing origin of data, file structure, processing to be performed, output to be generated and necessity of any off-line operation. System analysts use it to describe the data flow and operations for a data processing cycle. It depicts the flow of data through all parts of a system with a minimum of detail. Generally it shows the entry of input into the system, how the input is processed and how it is passed out in the form of output.

Programmers normally use it to represent pictorially the (b) Program Flowcharts sequence of operations to solve a problem it is used to check the program logic and perfect it. It plans the program structure and servants the purpose of Documentation of a program.