

Solving Problems Using Flow Chart

Instructor: Chien-Nan Liu
TEL: 03-4227151 ext:34457
Email: jimmy@ee.ncu.edu.tw



Reference: "Algorithm Development and Program Design Using C" by Gary J. Bronson, PWS.

Analyze the Problem

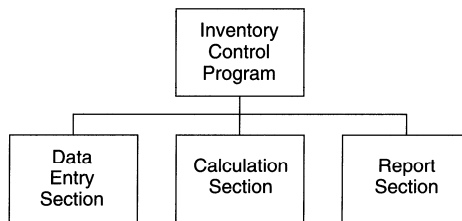
- Analyze and understand a program's requirements before coding
- Make clear
 - What the system or program *must do*
 - What reports or *outputs* must be produced
 - What *inputs* are required to create the desired outputs



Structured Design

- Track the numbers of parts in inventory

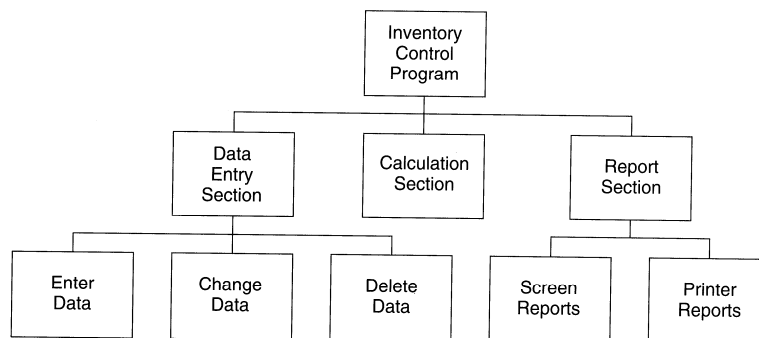
FIGURE 1.27 First-Level Structure Diagram



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Detailed Refinement


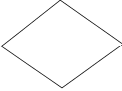
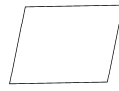
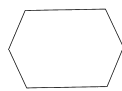
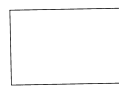
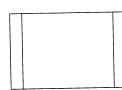


FIGURE 1.28 Second-Level Refinement Structure Diagram



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Flow Chart Symbols

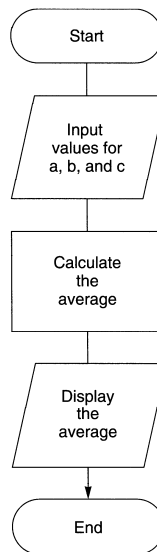
FIGURE 1.30 Flowchart Symbols

SYMBOL	NAME	DESCRIPTION			
	Terminal	Indicates the beginning or end of an algorithm		Decision	Indicates a decision point in the algorithm
	Input/Output	Indicates an Input or Output operation		Loop	Indicates the initial, final, and increment values of a loop
	Process	Indicates computation or data manipulation		Predefined Process	Indicates a predefined process, as in calling a sorting process
	Flow Lines	Used to connect the flowchart symbols and indicates the logic flow		Connector	Indicates an entry to, or exit from, another part of the flowchart

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Flow Chart Example

FIGURE 1.31 Flowchart for Calculating the Average of Three Numbers



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