








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. For example suppose you are going for a picnic with your friends then you plan for the activities you will do there. If you have a plan of activities then you know clearly when you will do what activity.

Similarly when you have a problem to solve using computer or in other word you need to write a computer program for a problem then it will be good to draw a flowchart prior to writing a computer program. Flowchart is drawn according to defined rules.

Flowchart Symbols

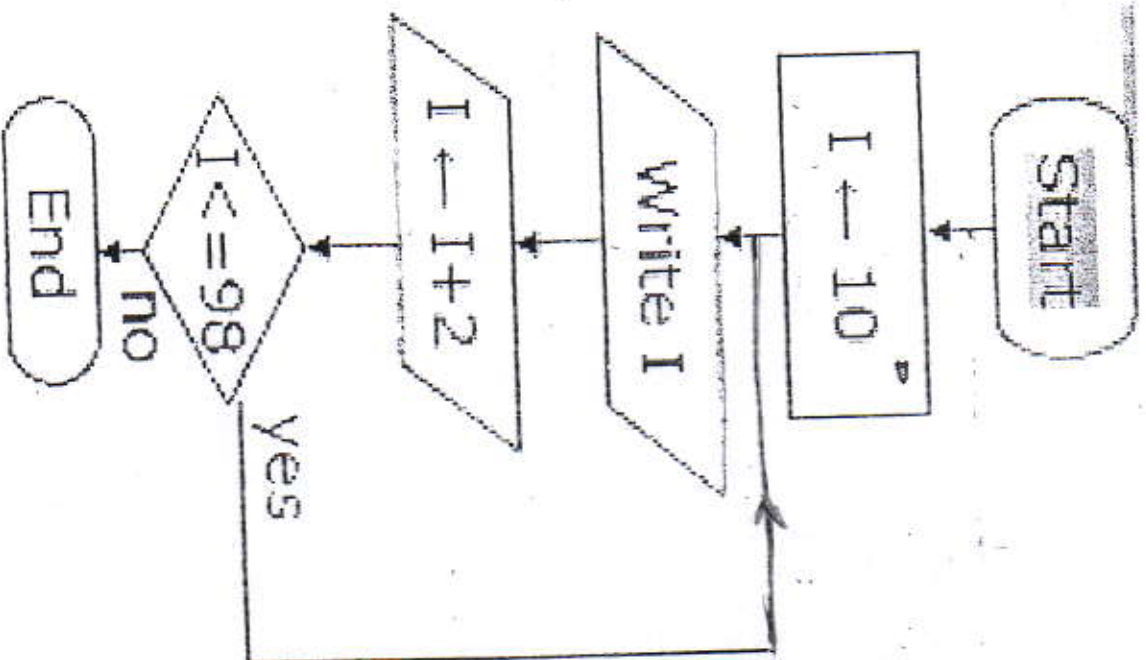
There are 6 basic symbols commonly used in flowcharting of assembly language Programs: Terminal, Process, input/output, Decision, Connector and Predefined Process. This is not a complete list of all the possible flowcharting symbols, it is the ones used most often in the structure of Assembly language programming.

Symbol	Name	Function
	Process	Indicates any type of internal operation inside the Processor or Memory
	input/output	Used for any Input / Output (I/O) operation. Indicates that the computer is to obtain data or output results
	Decision	Used to ask a question that can be answered in a binary format (Yes/No, True/False)
	Connector	Allows the flowchart to be drawn without intersecting lines or without a reverse flow.
	Predefined Process	Used to invoke a subroutine or an Interrupt program.
	Terminal	Indicates the starting or ending of the program, process, or interrupt program
	Flow Lines	Shows direction of flow.

General Rules for flowcharting

1. All boxes of the flowchart are connected with Arrows. (Not lines)
2. Flowchart symbols have an entry point on the top of the symbol with no other entry points. The exit point for all flowchart symbols is on the bottom except for the Decision symbol.
3. The Decision symbol has two exit points; these can be on the sides or the bottom and one side.
4. Generally a flowchart will flow from top to bottom. However, an upward flow can be shown as long as it does not exceed 3 symbols.
5. Connectors are used to connect breaks in the flowchart. Examples are:
 - From one page to another page.
 - From the bottom of the page to the top of the same page.
 - An upward flow of more than 3 symbols

Problem : Flowchart for the problem of printing even numbers between 9 and 100:



Problem : Algorithm for find the greater number between two numbers.

