

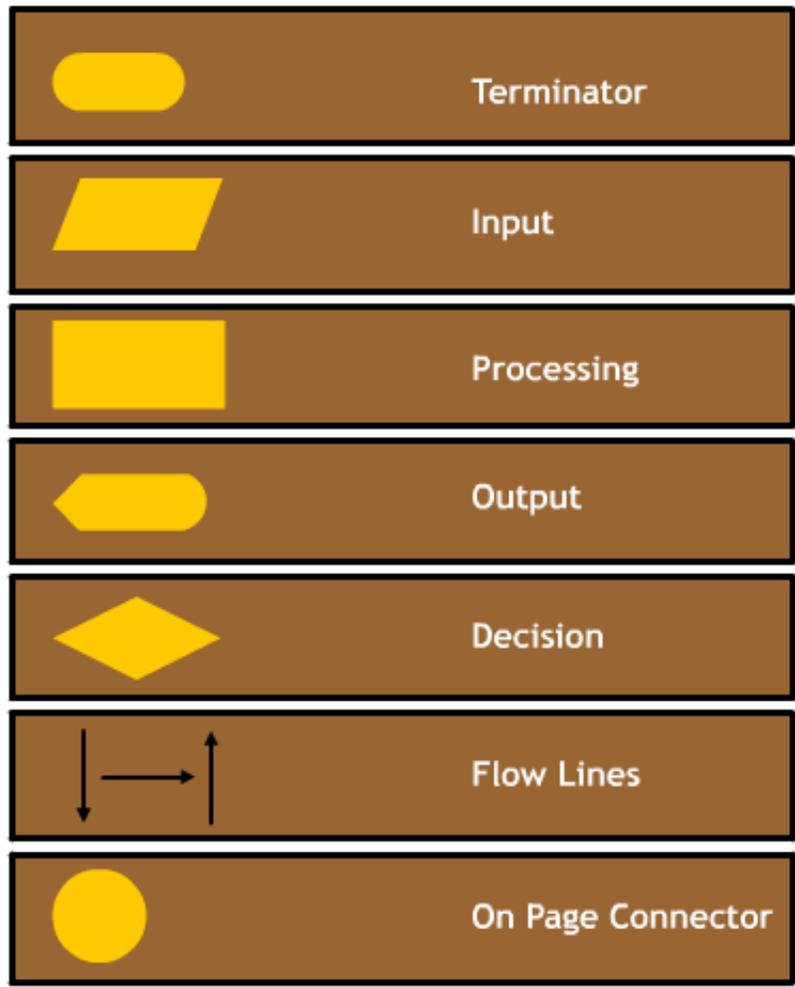
# Flowcharts

Flowchart is the most familiar method to design the structure of a program or an application. The first formal flowchart is attributed to John Von Neumann in 1945. A flowchart is simply a method of assisting the programmer to lay out in visual, two-dimensional format, the idea as to how to organize the sequence of steps or events necessary to solve a problem with a computer. In other words, flowcharts are symbolic diagrams of operation sequence, data flow, control flow, and processing logic in information processing.

## Following are some of the uses of flowcharts:

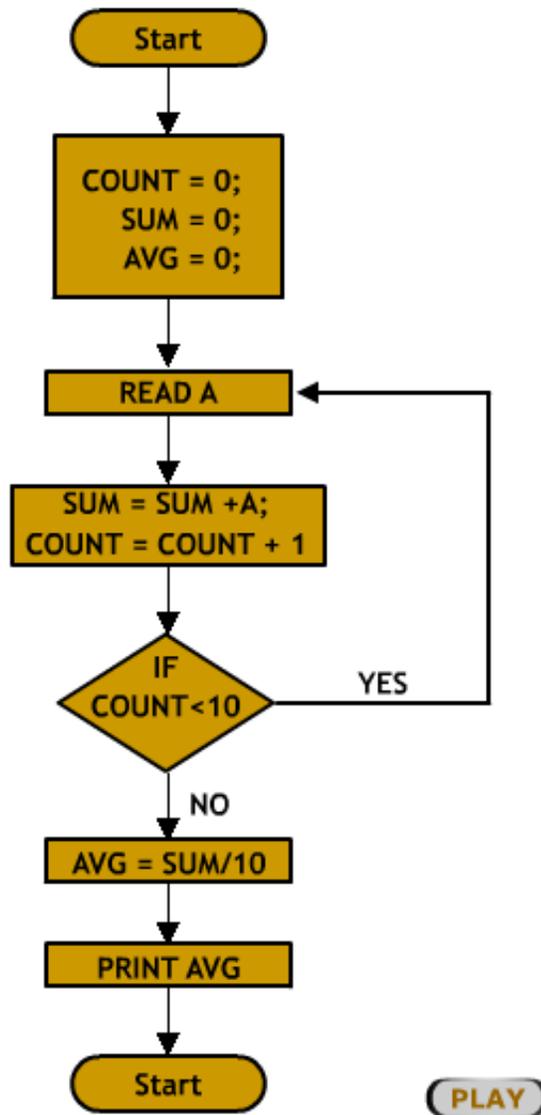
- Provides an-overview
- Aids in algorithm development and experimentation
- Checks program logics
- Facilitates coding
- Provides program revision
- Provides program documentation
- Provides communication

## Following are the symbols used in flowchart:



PLAY

Following is the example of Flowchart:



The above flowchart is to find out the average of any ten numbers.