

SNS COLLEGE OF TECHNOLOGY



Coimbatore-36. An Autonomous Institution

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COURSE NAME: 23CST101-PROBLEM SOLVING & C PROGRAMMING

I YEAR/ I SEMESTER

UNIT – I INTRODUCTION TO PROBLEM SOLVING TECHNIQUES

Topic: Notation (Flow Chart)

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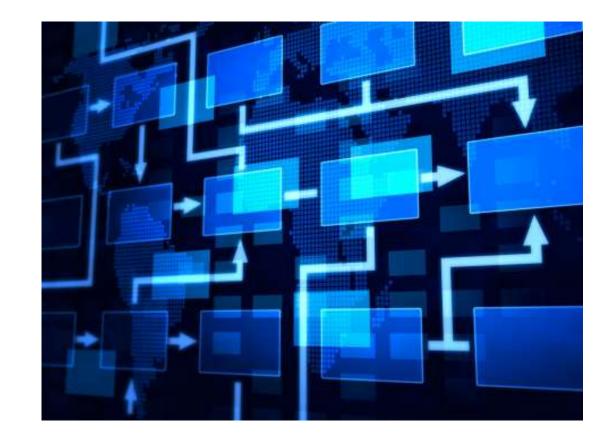
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What is Flow Chart?

- Flow chart is defined as graphical representation of the logic for problem solving.
- The purpose of flowchart is making the logic of the program clear in a visual representation.







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.





Rules for drawing a flowchart

- The flowchart should be clear, neat and easy to follow.
- The flowchart must have a logical start and finish.
- Only one flow line should come out from a process symbol.
- Only one flow line should enter a decision symbol.
- two or three flow lines may leave the decision symbol
- Only one flow line is used with a terminal symbol.
- Intersection of flow lines should be avoided.

Advantages of flowchart:

- 1. Communication
- 2. Effective analysis
- 3. Proper documentation
- 4. Efficient Coding
- 5. Proper Debugging
- 6. Efficient Program Maintenance

Disadvantages of flowchart:

- 1. Complex logic
- 2. Alterations and Modifications
- 3. Reproduction
- 4. Cost



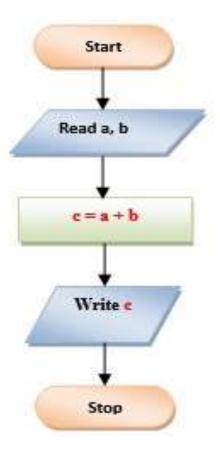


To find sum of two numbers

Algorithm

- Start
- 2. Read a, b
- 3. c = a + b
- Print or display c
- Stop

Flowchart



Program

```
#include<stdio.h>
int main()
    int a, b, c;
    printf("Enter value of a: ");
    scanf("%d", &a);
    printf("Enter value of b: ");
    scanf("%d", &b);
    c = a+b;
    printf("Sum of given two numbers is: %d", c);
return 0;
```



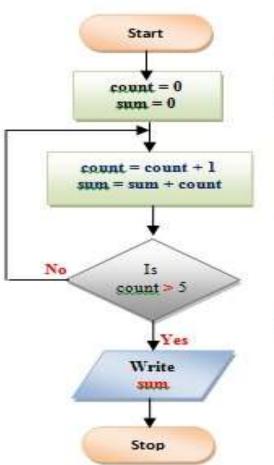


Find the Sum of First Five Natural Numbers

Algorithm

- Start
- Initialize count = 0, sum = 0
- 3. count = count + 1
- sum = sum + count
- Repeat steps 3,4 until count > 5
- 6. Print sum
- Stop

Flowchart



Program

```
#include<stdio.h>
int main()
{
    int count, sum;
    sum = 0;
    for (count = 1; count<=5; count++)
    {
        sum = sum +count;
    }
    printf("Sum of 1st 5 numbers is: %d", sum);
    return 0;
}</pre>
```







(Carrysberg)