Algorithms and Flowcharts

Kornchawal Chaipah, PhD

Computer Engineering Department,
Khon Kaen University

Agenda

- Algorithms
- Flowchart components
- Flowchart rules
- Lots of examples

Algorithm

Problem Algorithm Solution

- A set of steps to provide a solution to a specific problem
  - Steps on how to solve a problem

Characteristics of Algorithms

- Input: ≥ 0
  - Input(s) or no input
- Output: ≥ 1
  - At least an output
- Finite
  - With an ending point
- Each instruction is defined clearly
- Each instruction is basic and easy to perform

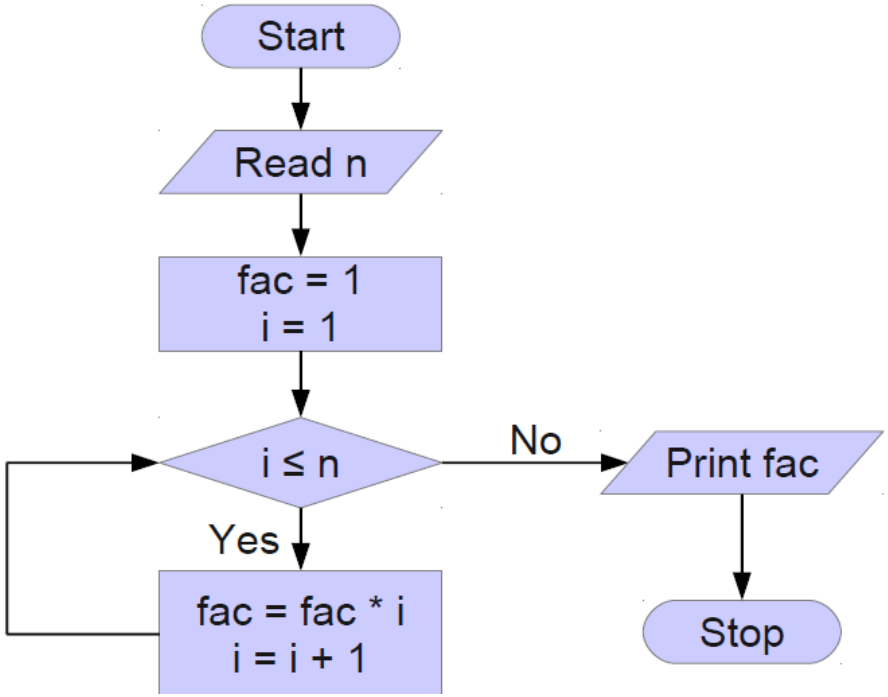
Algorithm Representation

Psudo-Code

```
read n;
set fac = 1;
set i = 1;
while (i ≤ n) {
    fac = fac * i;
    incr i;
}
print fac;
done;
```

Text Representation

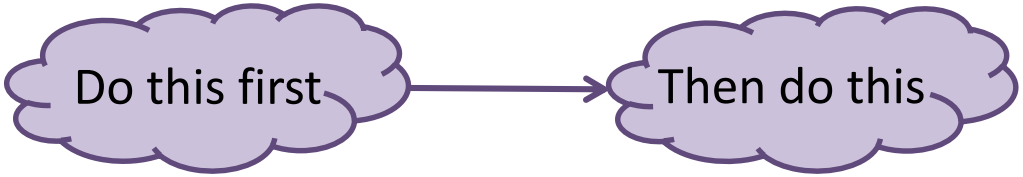
Flowchart



Graphical Representation

Flowchart Components (1)

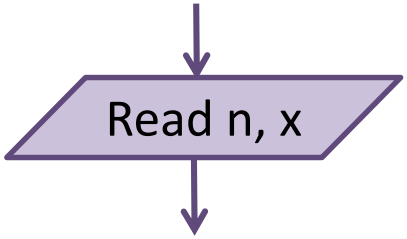
Arrow – indicate flow of steps in an algorithm

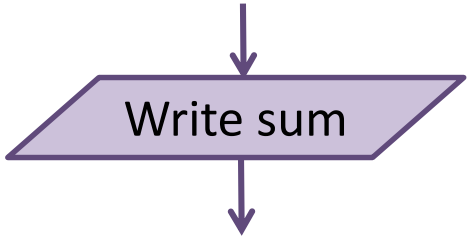


Terminator – denote a starting point (1st symbol) or an ending point (last symbol) of an algorithm

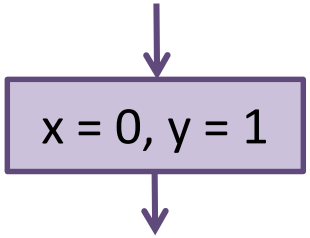
Flowchart Components (2)

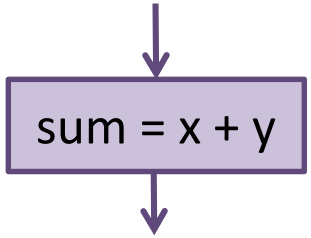
Input/Output – denote input/output function in an algorithm



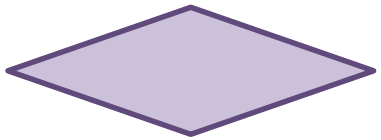


Process – processing of an algorithm, e.g. what you calculate, set/change values

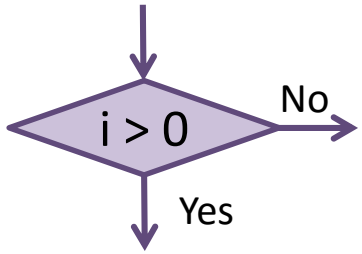


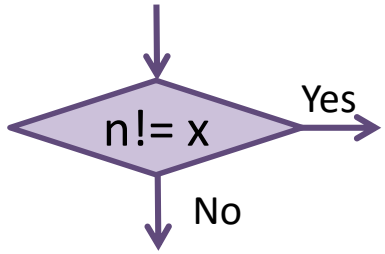


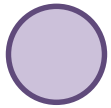
Flowchart Components (3)



Decision – denote a decision making operation in an algorithm (branching) , e.g. if .. then .. else

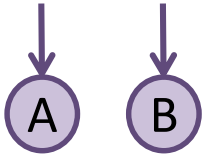


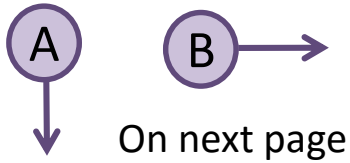




Connector – link between parts of a flowchart when the flowchart is unfit in a single page

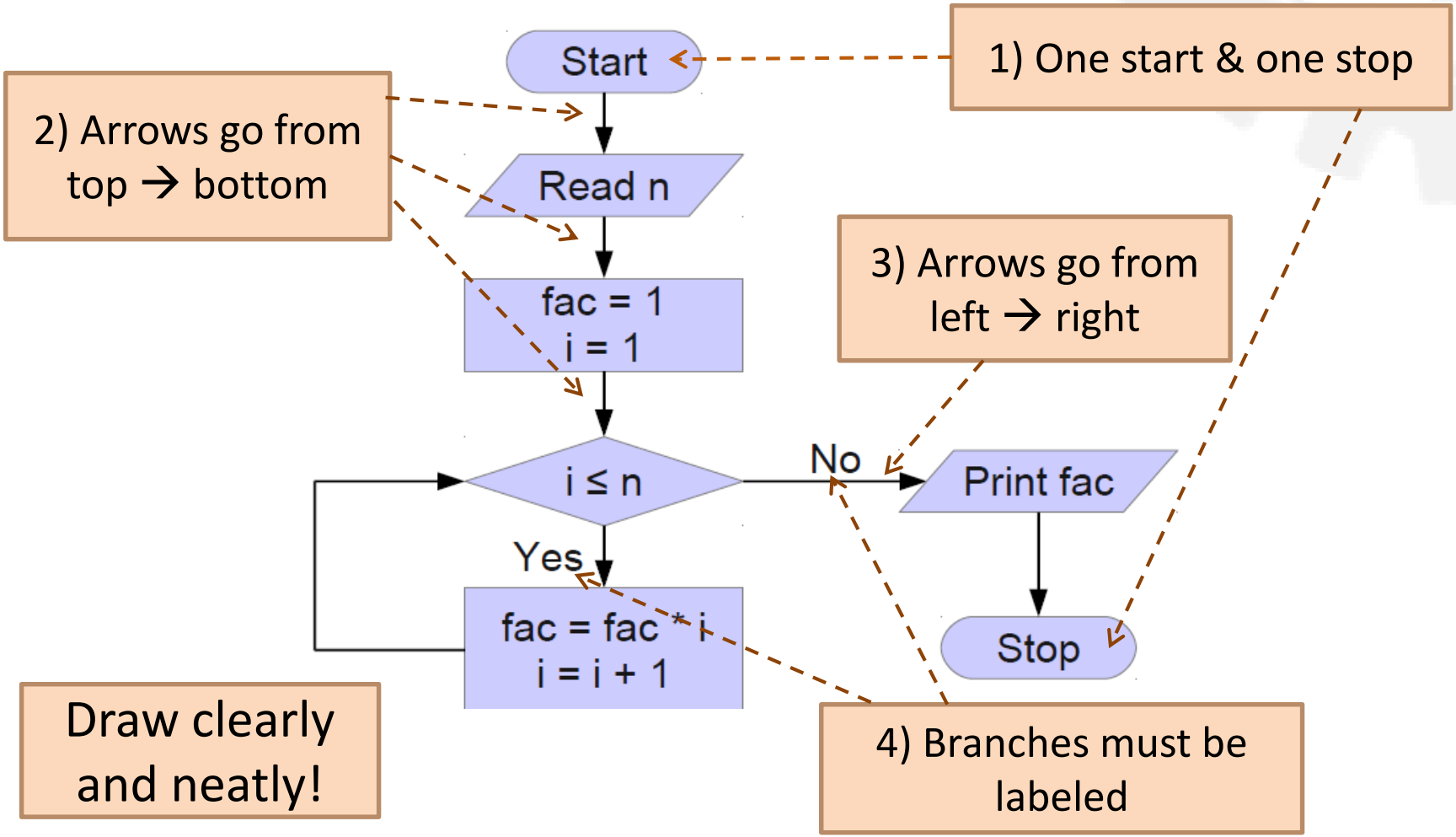
On this page





On next page

Flowchart Rules



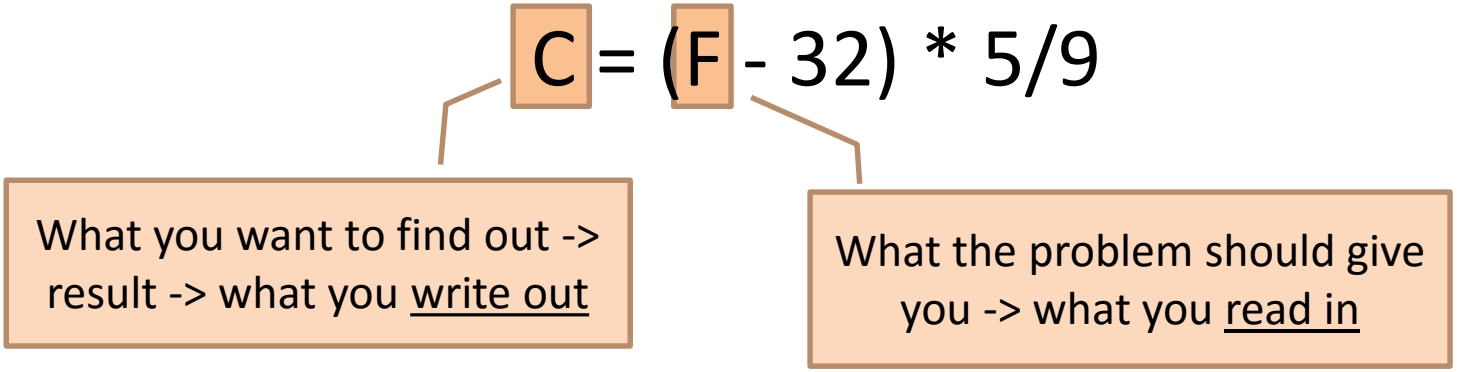
Pros and Cons

- ✓ Easy to understand the solution
- ✓ Good for documentation
- ✓ ** Guideline for coding **

- ✗ Not suitable for large program
  - Flowchart will be too large and complicated

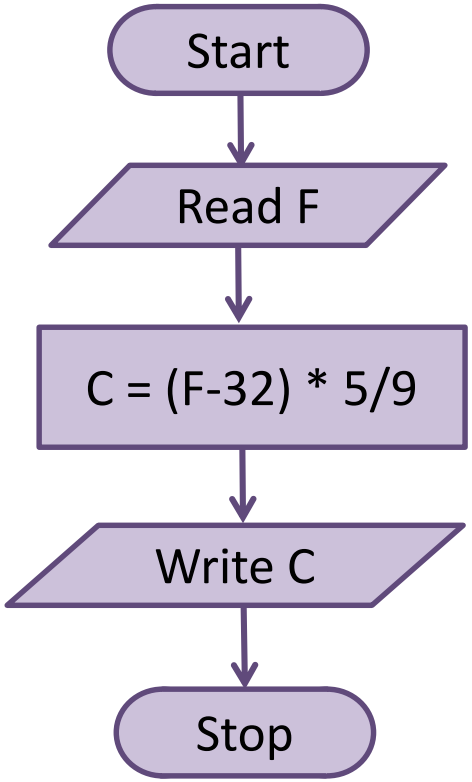
Example #1: F -> C

- Problem: convert Fahrenheit to Celsius
- What you know:



- Output: C, Input: F
- Process: C = (F-32) * 5/9

Example #1: F -> C Flowchart



Terminator: Begin the program

Input: Get the value of F

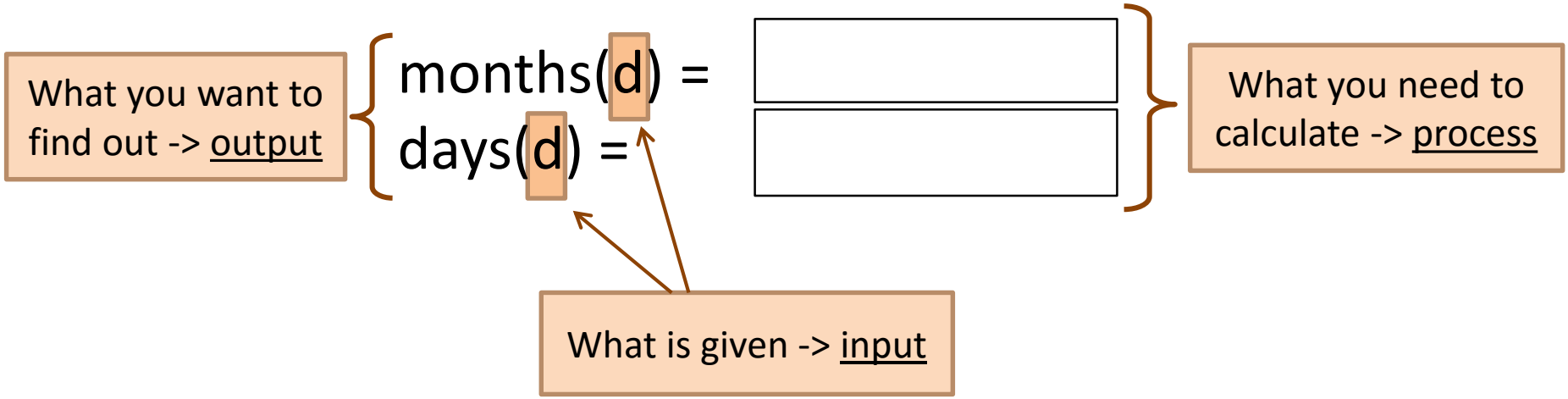
Process: Calculate C

Output: Print the value of C

Terminator: End the program

Example #2: Days -> Months+Days

- Problem: convert a number of days (d) into a number of months and days
  - Assume 1 month = 30 days
- What you know:

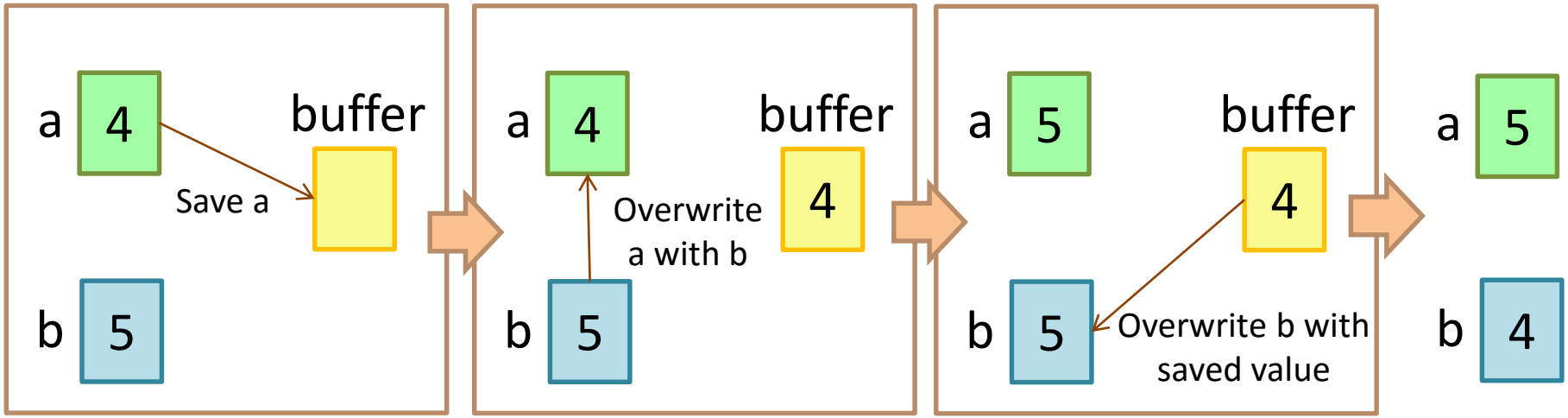


Example #2: Days -> Months+Days Flowchart

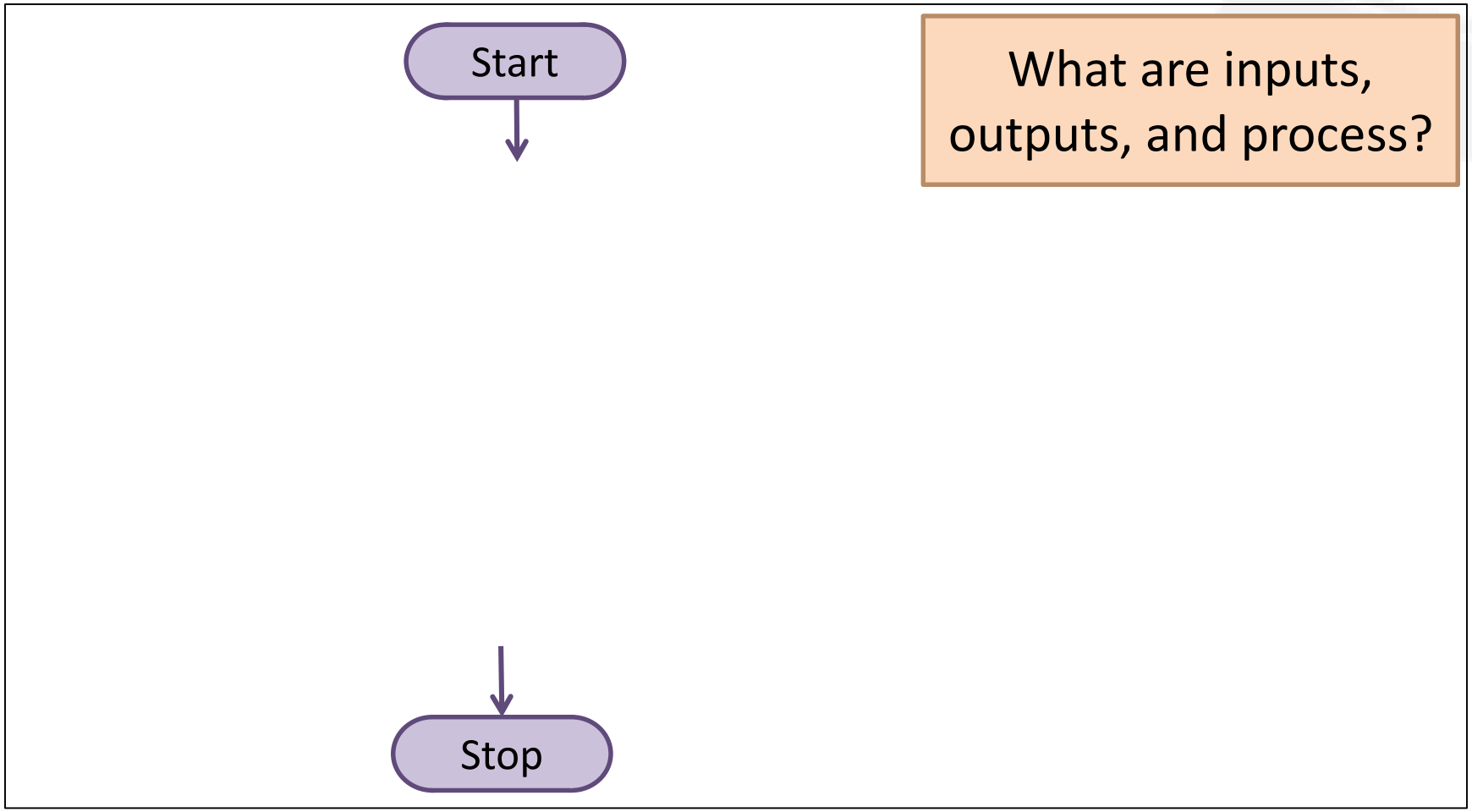
- Input: Get the value of d
- Process: Calculate months and days
- Output: Print the value of months and days

Example #3: Swap

- Problem: swap 2 numbers
  - From: a = 4, b = 5
  - To: a = 5, b = 4
- What you know: we need a buffer!



Example #3: Swap Flowchart



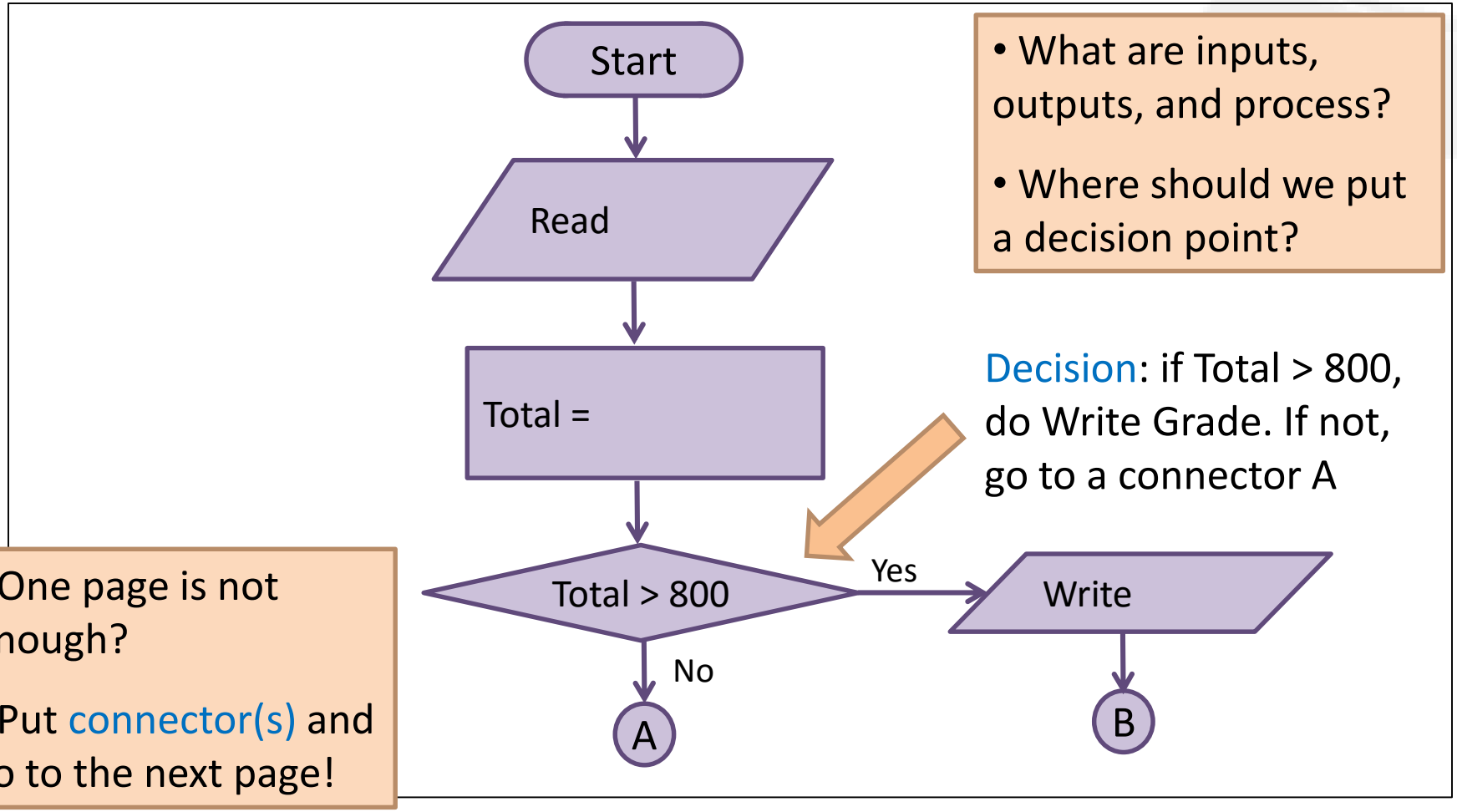
Example #4: Final Grade

- Problem: sum scores of 4 subjects and assign a final grade based on a total score

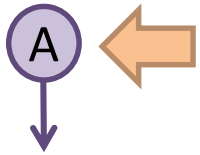
	Total Marks	Grade
598? →	> 800	A
598? →	601 – 800	B
598? →	401 – 600	C
598? →	201 – 400	D

- How to assign a final grade given a total score?
  - Compare a total score within ranges -> Use Decision!

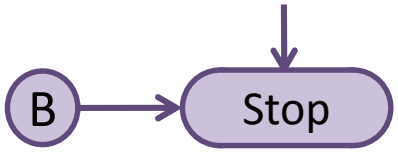
Example #4: Final Grade Flowchart



Example #4: Final Grade Flowchart

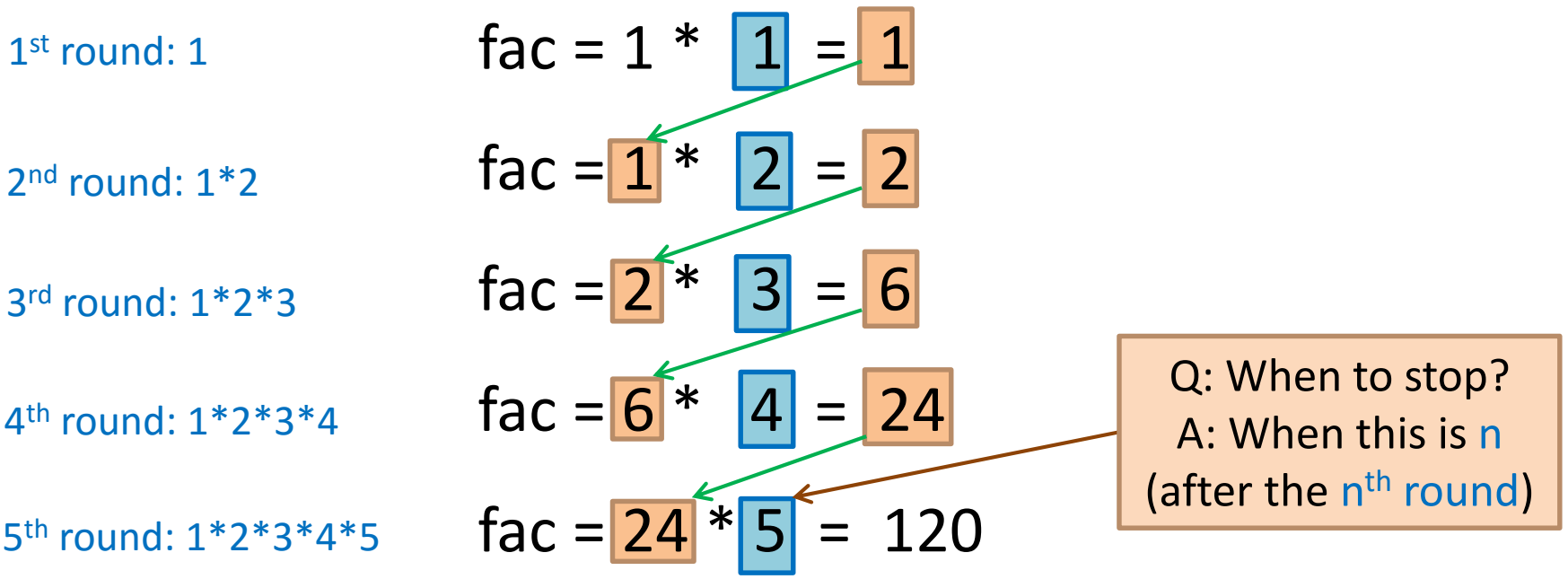


Connector: continue the flow from A of the prev page (if Total > 800 is not true)

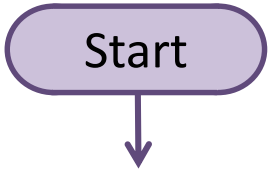


Example #5: Factorial

- Problem: find a factorial of a number (n)
- What you know: n! = 1 * 2 * … * n



Example #5: Factorial Flowchart



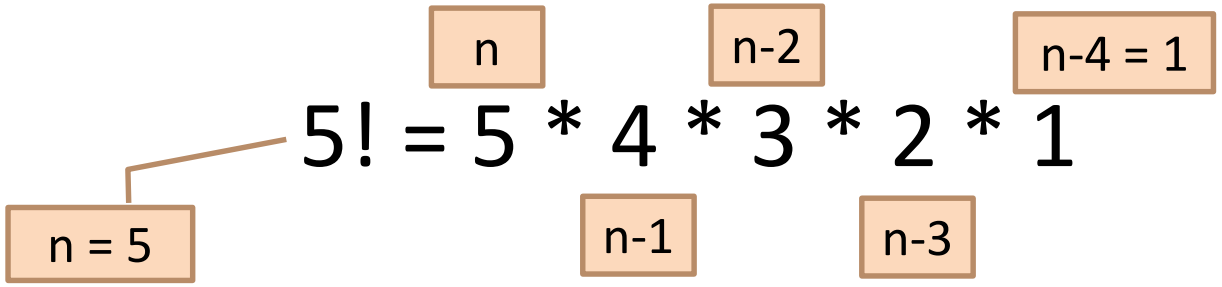
- What are inputs, outputs, and process?
- Where should we put a decision point?

Example #5: Factorial (2)

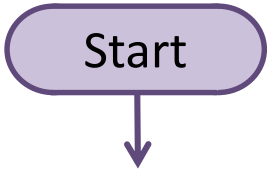
- Same problem, different method
  - Can have > 1 algorithm to solve the same problem
- Problem: find a factorial of a number (n)
- What you know:

Before: $n! = 1 * 2 * \ldots * n$

But also: $n! = n * (n-1) * (n-2) * \ldots * 1$



Example #5: Factorial (2) Flowchart



- What are inputs, outputs, and process?
- Where should we put a decision point?
- What is different from the prev flowchart?

Example #6: Sum

- Problem: Sum numbers from 1 to n
- What do you know?

Example #6: Sum Flowchart

- What are inputs, outputs, and process?
- Where should we put a decision point?

Example #7: Print Odd Numbers

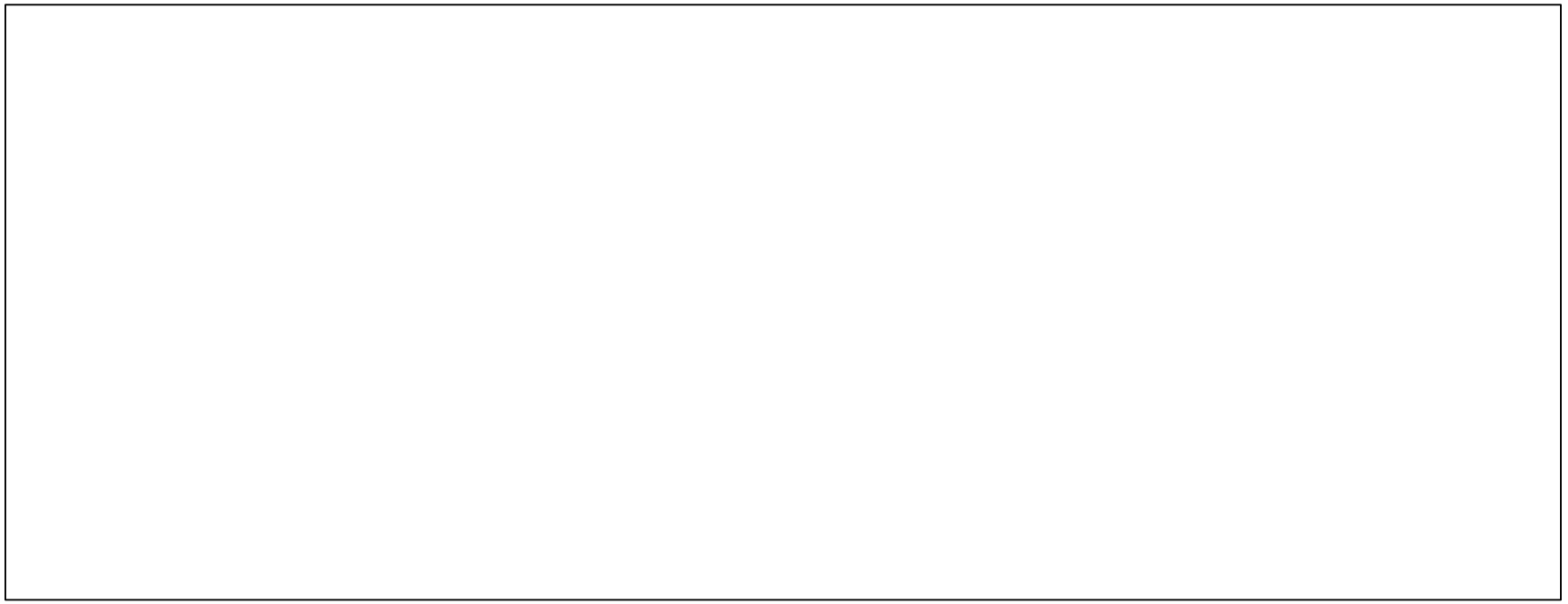
- Problem: Print odd number from 1 to n
- What do you know?

Example #7: Print Odd Numbers Flowchart

- What are inputs, outputs, and process?
- Where should we put a decision point?

Example #8: Print Even Numbers

- Problem: Print even number from 1 to n
- What do you know?



Example #8: Print Even Numbers Flowchart

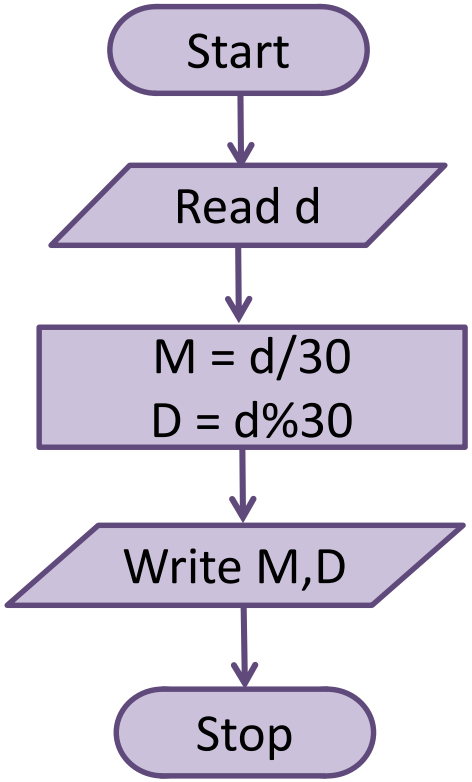
- What are inputs, outputs, and process?
- Where should we put a decision point?
- What is different from the prev flowchart (odd numbers)?

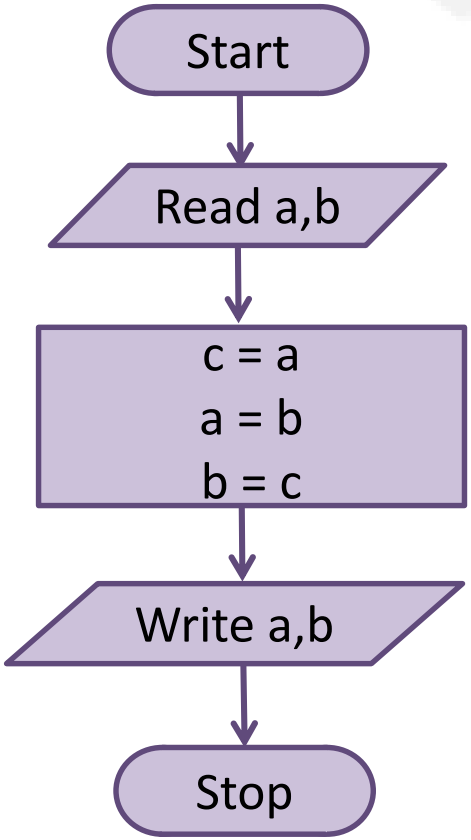
Take Home Message

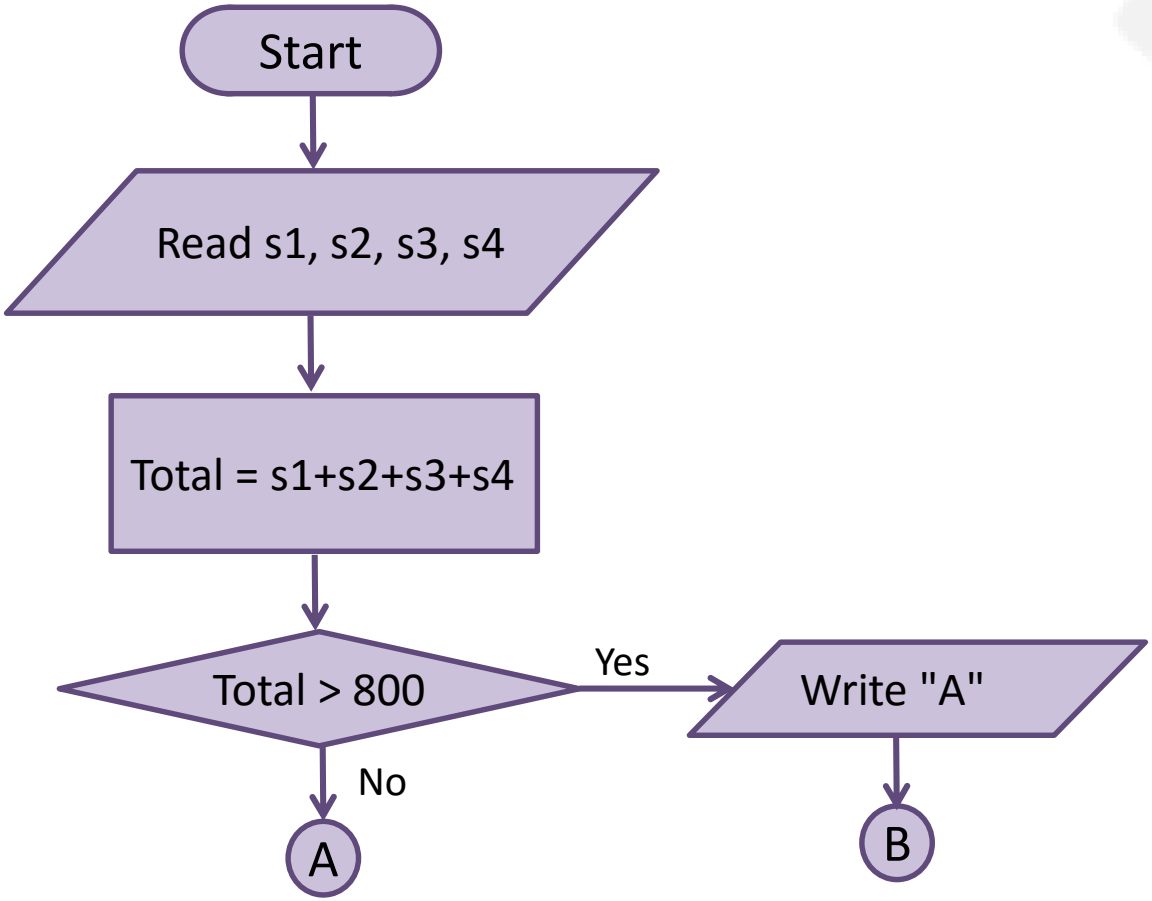
- Flowchart represents an algorithm
  - How to solve a problem systematically
  - Very helpful with coding
- 1 Start and 1 Stop (terminators)
- What are inputs, processes, decisions, and outputs?
  - Also where to put them?
- A problem can have > 1 solution
- Draw clearly and neatly and label branches

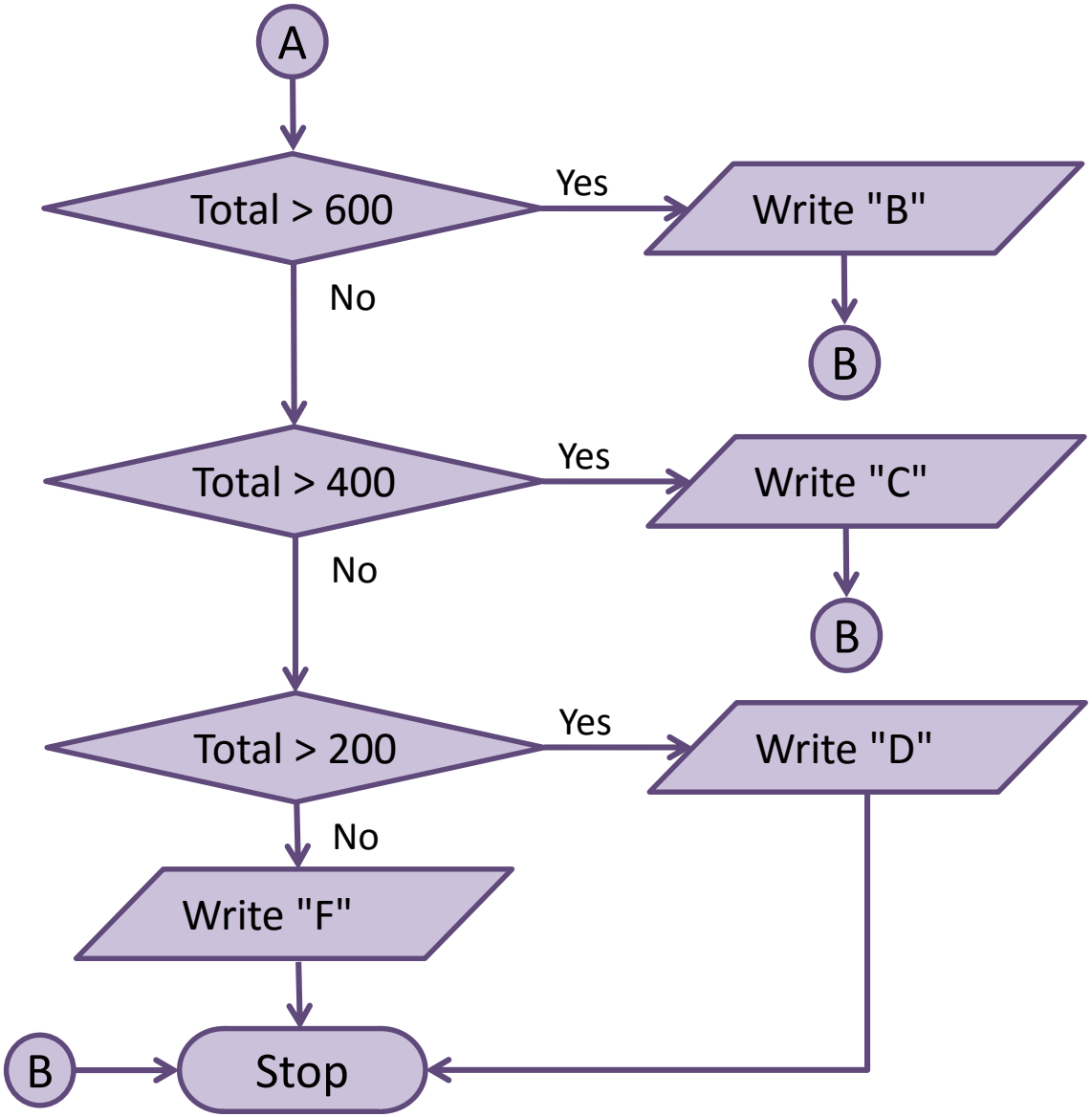
References

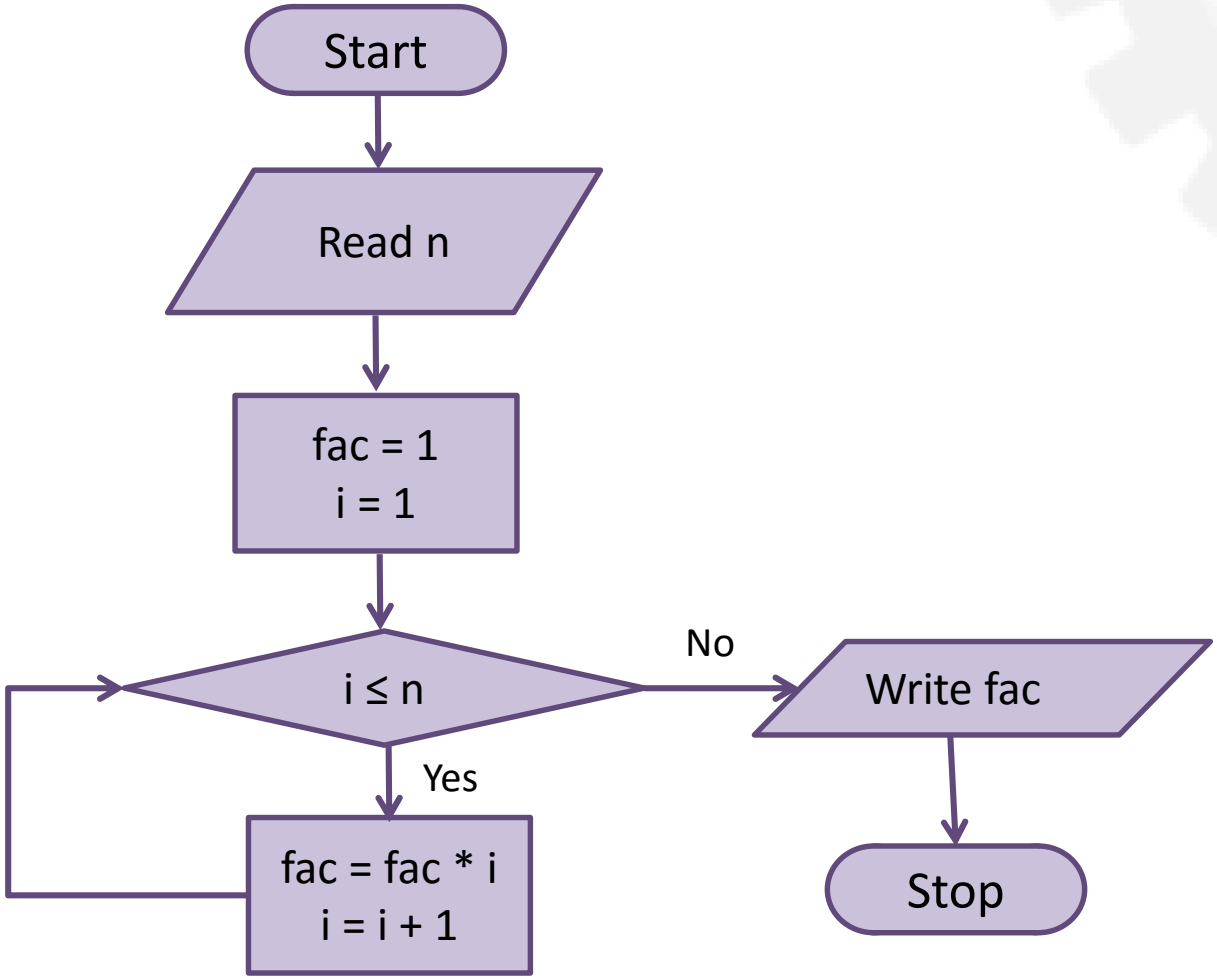
- คณาจารย์คณะวิศวกรรมศาสตร์. (n.d.). **เอกสารชุดนำเสนอภาพและบรรยายวิชาการเขียนโปรแกรม (ส่วนกลาง)**
- คณาจารย์คณะวิศวกรรมศาสตร์. (n.d.). **เอกสารประกอบการสอนวิชาการเขียนโปรแกรม (ส่วนกลาง)**
- รศ. วิโรจน์ ทวีปวรเดช. (2554). **การเขียนโปรแกรมคอมพิวเตอร์ Computer Programming.** พิมพ์ครั้งที่ 2 โรงพิมพ์มหาวิทยาลัยขอนแก่น
- Cplusplus.com. (n.d.). **C++ Documentation**. สืบค้นเมื่อ 18 กุมภาพันธ์ 2555, http://www.cplusplus.com/
- Cplusplus.com. (n.d.). **Library Reference**. สืบค้นเมื่อ 18 กุมภาพันธ์ 2555, http://www.cplusplus.com/
- ISO/IEC 14882 Programming Language – C++

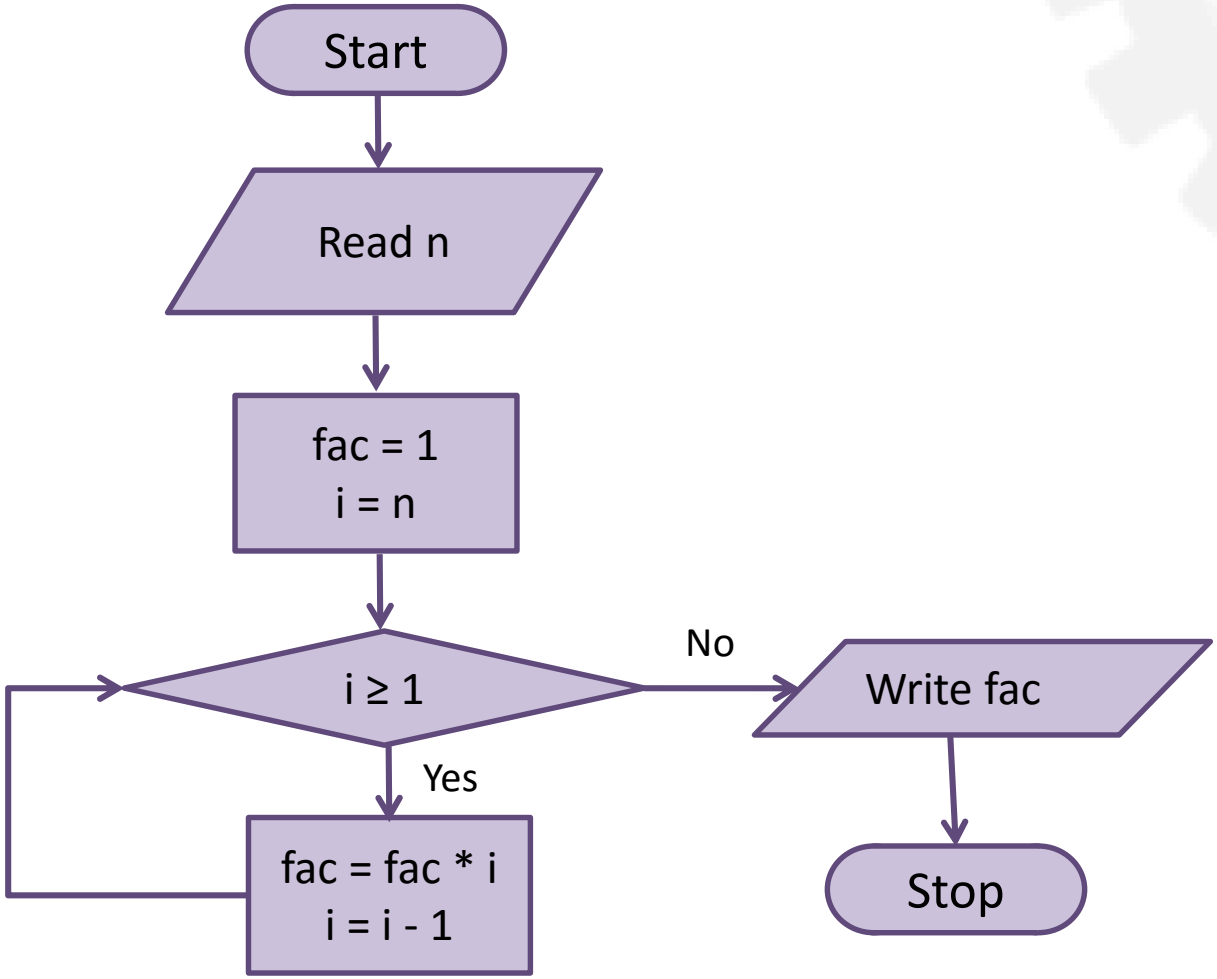

Start
Read d
M = d/30
D = d%30
Write M,D
Stop

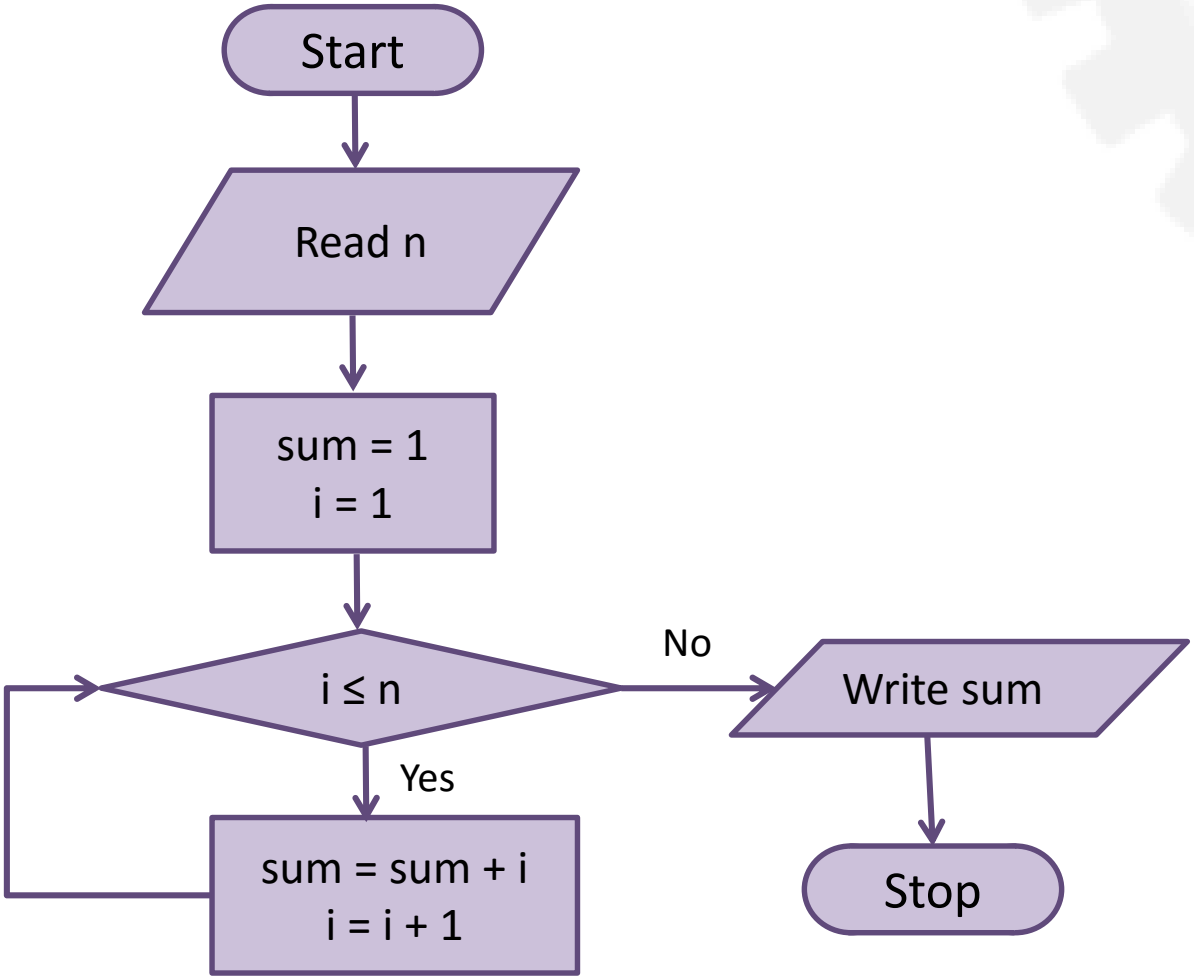

Start
Read a,b
c = a
a = b
b = c
Write a,b
Stop

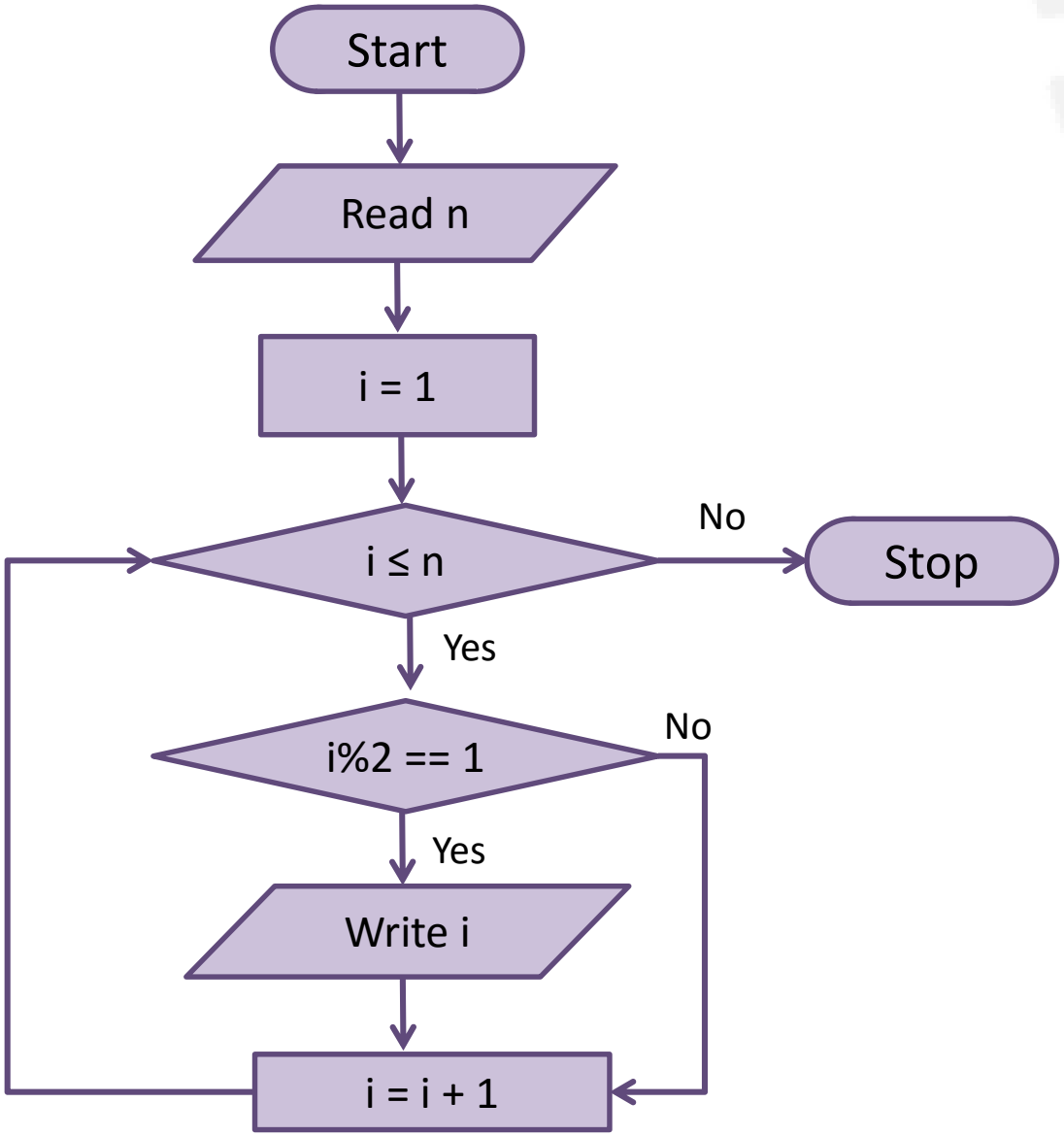

Start
Read s1, s2, s3, s4
Total = s1+s2+s3+s4
Total > 800
Yes
Write "A"
No
A
B

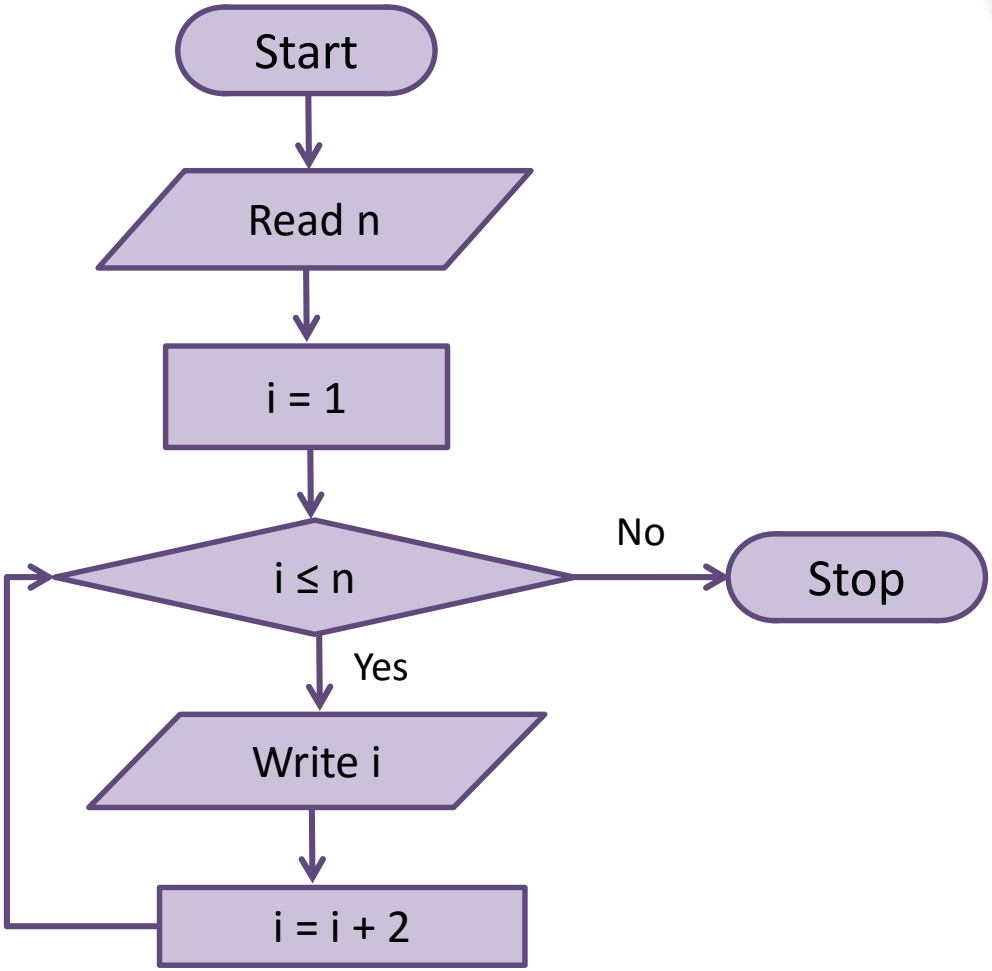

A
Total > 600
Yes
Write "B"
No
B
Total > 400
Yes
Write "C"
No
B
Total > 200
Yes
Write "D"
No
Write "F"
B
Stop

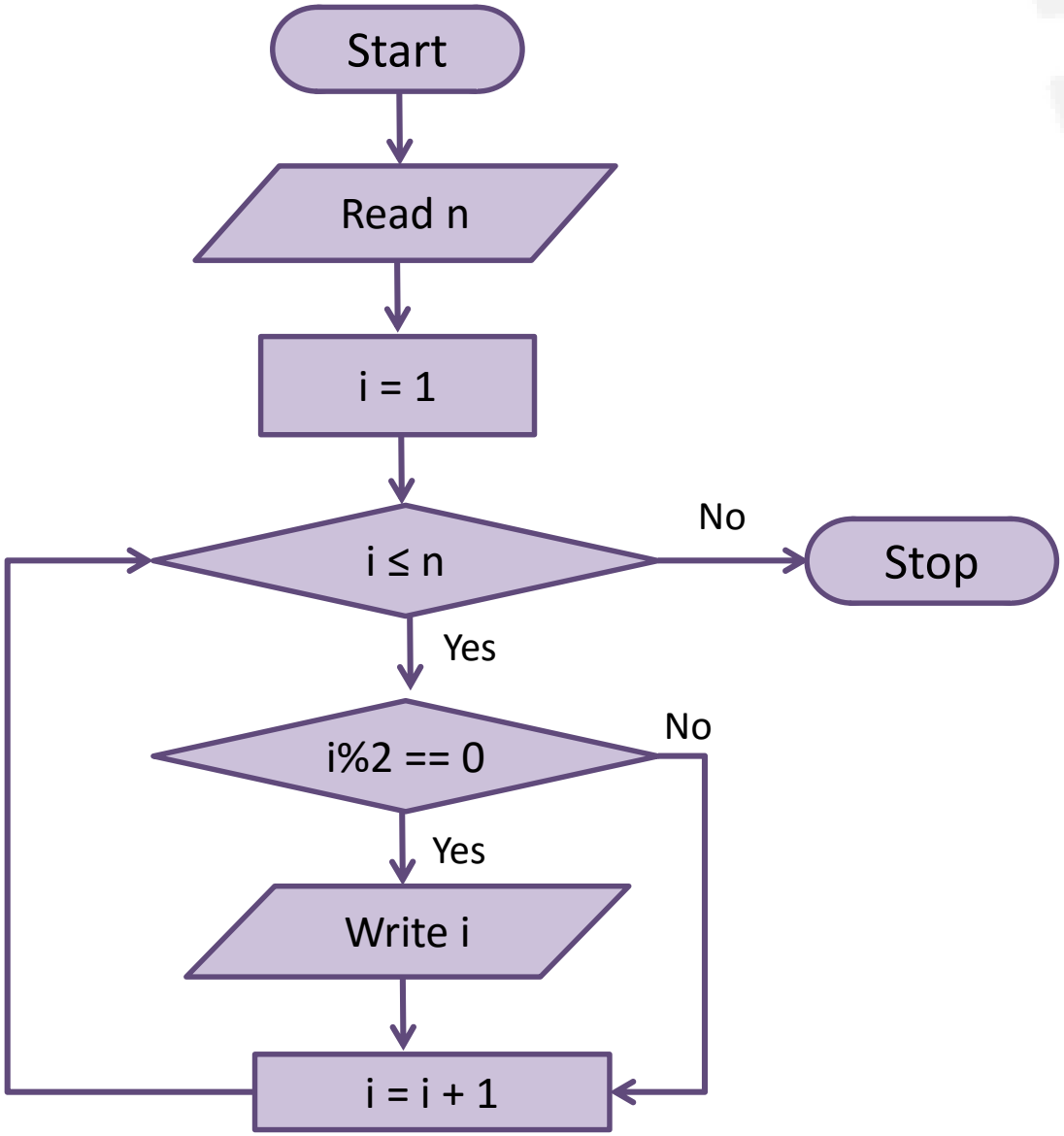

Start
Read n
fac = 1
i = 1
i ≤ n
No
Write fac
Yes
fac = fac * i
i = i + 1
Stop

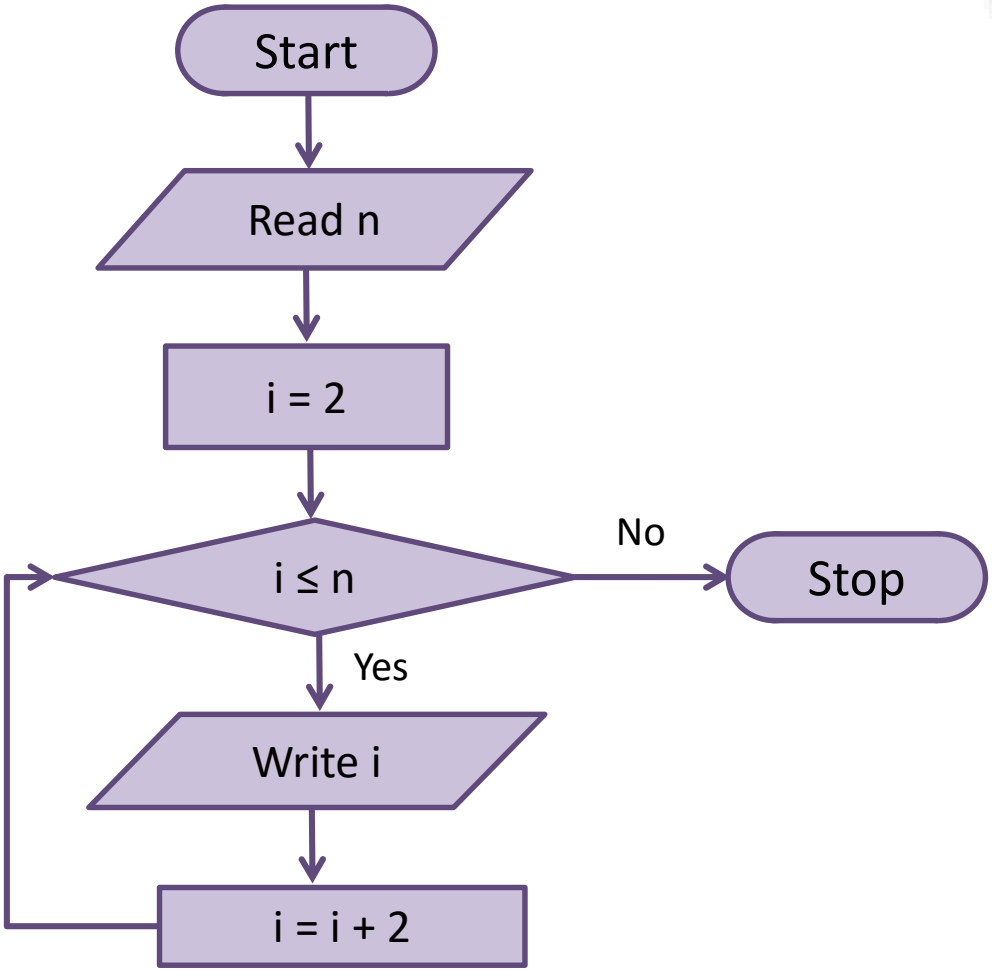

Start
Read n
fac = 1
i = n
i ≥ 1
No
Write fac
Yes
fac = fac * i
i = i - 1
Stop


Start
Read n
sum = 1
i = 1
i ≤ n
No
Write sum
Yes
sum = sum + i
i = i + 1
Stop


Start
Read n
i = 1
i ≤ n
No
Stop
Yes
i%2 == 1
No
Yes
Write i
i = i + 1


Start
Read n
i = 1
i ≤ n
No
Stop
Yes
Write i
i = i + 2


Start
Read n
i = 1
i ≤ n
No
Stop
Yes
i%2 == 0
No
Yes
Write i
i = i + 1


Start
Read n
i = 2
i ≤ n
No
Stop
Yes
Write i
i = i + 2