






FLOW CHART

Algorithm

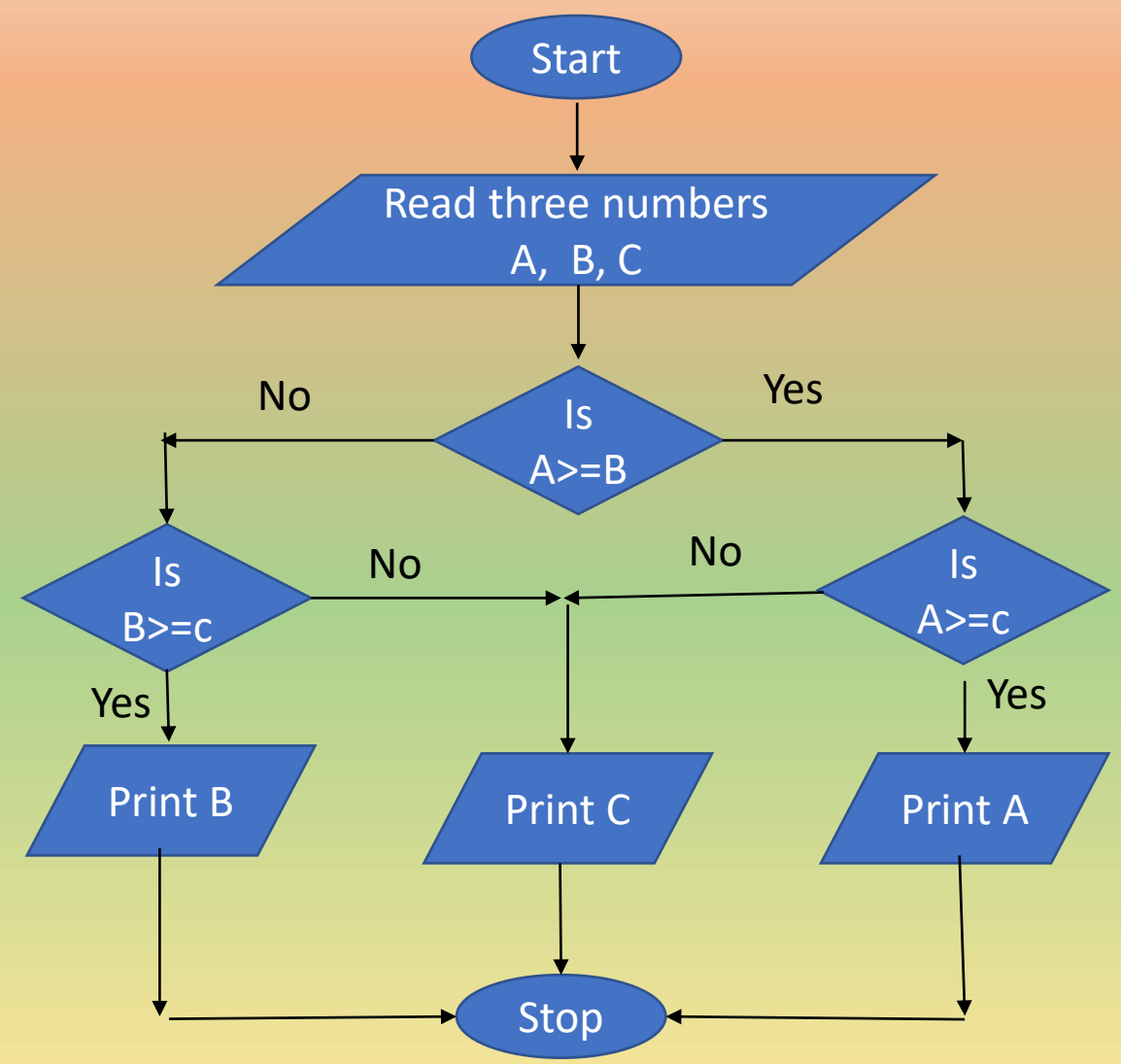
- Sequence of instructions that lead to solution of a given problem is known as Algorithm.
- Each instruction should be precise and unambiguous.
- Precise means each instruction is completely specified.
- Unambiguous means there is no doubt.

FlowChart

- The pictorial representation of algorithm is called flowchart.
- By using flowchart the logic of the program can be studied properly.
- The following elements are used to draw a flowchart.

- | | | |
|-----------------|--|---------------------------------|
| • Oval |  | used for start and stop |
| • Rays |  | used for flow of control |
| • Rectangle |  | used for calculation |
| • Parallelogram |  | used for input/output statement |
| • Rhombus |  | used for decision making |

Example: To find Largest among three



```
/*C Program to find largest among three numbers*/
```

```
#include<stdio.h>
```

```
#include<conio.h>
```

```
void main()
```

```
{
```

```
    int a, b, c;
```

```
    clrscr();
```

```
    printf("\nEnter three numbers: ");
```

```
    scanf("%d %d %d", &a, &b, &c);
```

```
    if(a>=b){
```

```
        if(a>=c) printf("\n%d is Largest", a);
```

```
        else printf("\n%d is Largest", c);
```

```
    }
```

```
    else {
```

```
        if(b>=c) printf("\n%d is Largest", b);
```

```
        else printf("\n%d is Largest", c);
```

```
    }
```

```
    getch();
```

```
}
```

Input Output to the Program

- Enter three numbers: 5 6 7
- 7 is Largest
- Enter three numbers: 2 56 28
- 56 is Largest
- Enter three numbers: 102 5 36
- 102 is Largest