


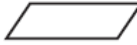


**Lesson 7: Programming Techniques using Flowcharts**

**Worksheet 5: Answer in one word/sentence.**

- Q. 1. Which box is used to suggest the input of data or output of information?  
 Ans. Input/Output box.
- Q. 2. In which construct type the program control is transferred from a certain instruction to some other instruction, depending upon the condition met?  
 Ans. Decision construct.
- Q. 3. Name all programming construct types.  
 Ans. Sequence construct, Decision construct and Repetition construct.
- Q. 4. What is the variable used to keep track of the number of repetitions of loop known as?  
 Ans. Counter.
- Q. 5. What is the Graphical Representation of the sequence of steps required to solve a particular problem known as?  
 Ans. Flowchart.

**Worksheet 6: Answer the following:**

- Q. 1. What is a flowchart? Draw and explain about symbols used in a flowchart.  
 Ans. A flowchart is the graphical representation of the sequence of steps required to solve a particular problem.

Name of the box	Shape of the box	Purpose of the box
Terminal box		This box is used at the beginning or end of the flowchart. When used at the start, START is written in it and when used at the end, STOP is written in it.
Input/Output box		This box is used to suggest the input of data or the output of information.
Processing box		This box holds the instructions to do the processing act. For example, statements like $SUM=X+Y$ , $AVG=TOTAL/N$ , etc. will come in this box.
Decision box		This box is used when some comparison has to be made, and further action depends upon the result of it. For example if you have to test $IS X > Y$ or $IS SUM < 50$ , these statements will come in this box. The result of such statements will be either Yes or No.

- Q. 2. Write about the Decision construct.  
 Ans. In the Decision construct, the program control is transferred from a certain instruction to some other instruction, depending upon the condition met.
- Q. 3. Write about the Repetition programming construct.  
 Ans. In the Repetition construct loops are used. A loop is used to repeat a certain set of commands again and again till a condition is met.
- Q. 4. What are counters ?  
 Ans. The Counter is a variable which is used to keep track to the number of repetition in a loop.