

# Flowcharts for Algorithms

Flowcharts are diagrams that visually represent the steps of an algorithm. They can be used for illustrating tasks, such as cooking, solving math problems, or keeping score during a video game. Flowcharts use specific symbols to illustrate the task directions.



Oval

## Begin and End

Beginning and end points



Rectangle

## Command

Actions



Rhombus

## Decision

Yes/No or True/False questions



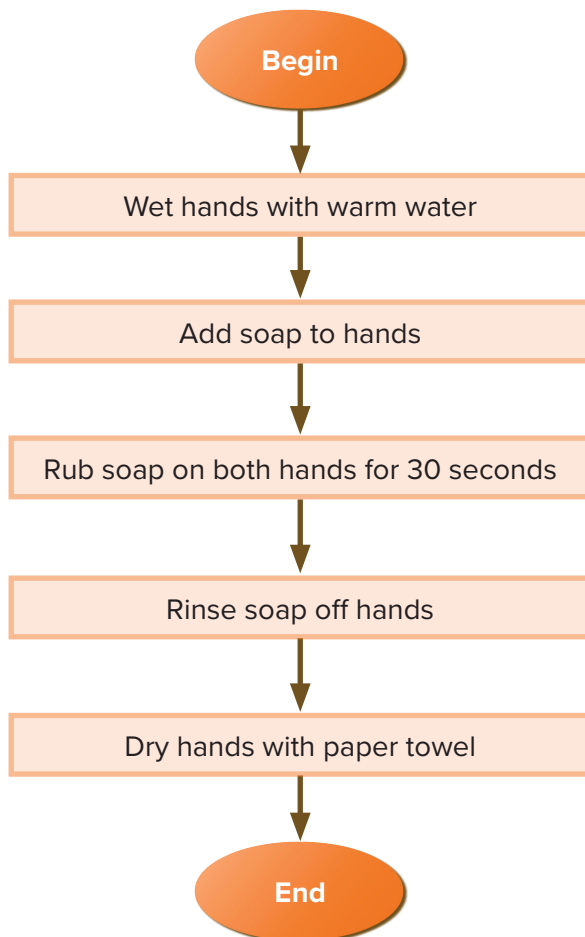
Arrow

## Move to the next step

Connects symbols to show the direction of flow of action

### Linear

This flowchart represents a linear algorithm for washing your hands. Linear algorithms have only one sequence of instructions to accomplish a task.



### Conditional

This flowchart represents a conditional algorithm for assigning students to buses. Conditional algorithms are more complex algorithms that include decision making based on TRUE/FALSE or YES/NO questions.

