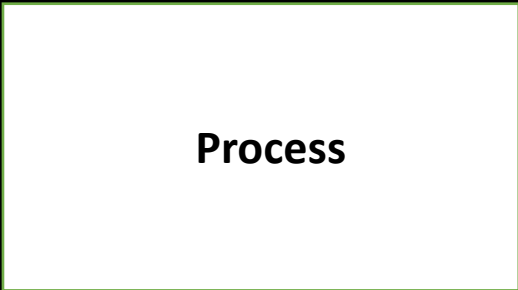
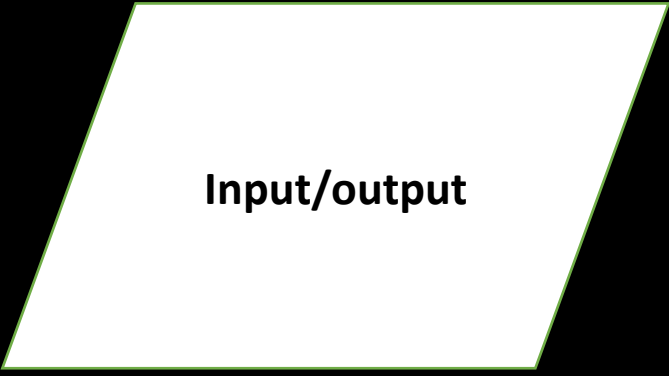
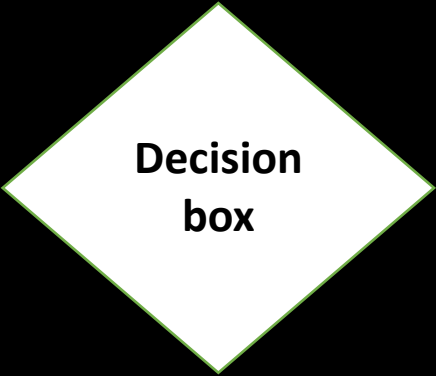


Flowcharts Knowledge Organiser

TERM	DEFINITION
Algorithms	a plan, a set of step-by-step instructions to solve a problem
Decision	Where an algorithm has two possible routes to take based on a Yes/No question.
Input	Data that is entered into or received by a computer
Output	Data that a computer sends during a program
Sequence	The specific order in which instructions are performed in an algorithm.
Selection	Where code is run based on the outcome of a Yes/No decision.
Iteration	Where a program repeats either a certain number of times or as a result of a Yes/No condition.

FLOWCHARTS SYMBOLS



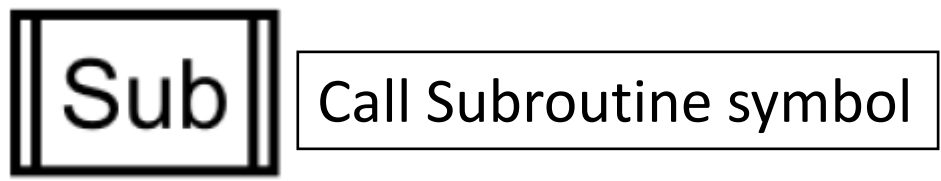
Flowcharts Knowledge Organiser (Extending)

SUBROUTINES

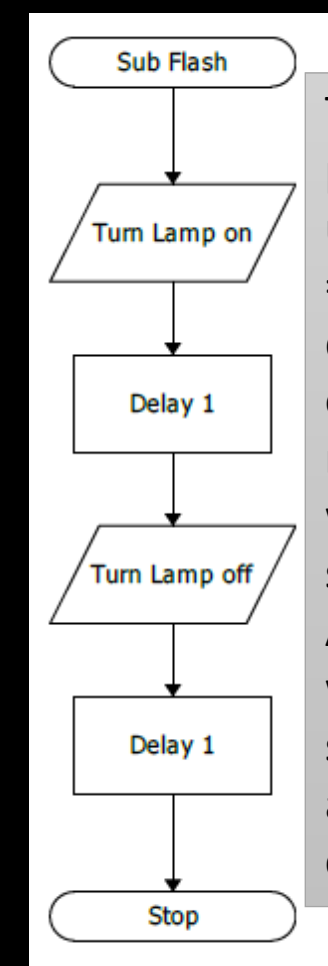
A **Subroutine** is a small program that only runs when it is called for in a main program.

It helps to break a program into small named parts.

They are similar to a magic spell in that they only happen when you say the magic word; subroutines only **Run** when you **Call** them by the name you set when you **Define** them.



EXAMPLE FLOW CHARTS



The main program will wait until Is Sun OFF? =Yes. When it does it will call on Sub Flash to run twice then wait for 3 seconds. After the delay it will check if the sensor is still off and follow the correct arrow.

