

पु⊍ना International School

Shree Swaminarayan Gurukul, Zundal

Class - V
Super Computer
Exercise Corner
Specimen Copy
Year- 2020-21

CH-8 Algorithms and Flowcharts

Focus of the chapter

- 1. Writing an algorithm
- 2. Flowcharts
- 3. Decision-making in flowcharts
- 4. Looping in flowcharts
- Keywords
- ➤ **Algorithm** the process of working in steps to achieve a desired result
- Flowchart —a pictorial representation of the steps used to perform a particular task.

***** Checkpoint

Name the following shapes that are used in a flowchart.

Symbol	Name	Function
	Process	Indicates any type of internal operation inside the Processor or Memory
	input/output	Used for any Input / Output (I/O) operation. Indicates that the computer is to obtain data or output results
\Diamond	Decision	Used to ask a question that can be answered in a binary format (Yes/No, True/False)
	Connector	Allows the flowchart to be drawn without intersecting lines or without a reverse flow.
	Predefined Process	Used to invoke a subroutine or an Interrupt program.
	Terminal	Indicates the starting or ending of the program, process, or interrupt program
1 ←	Flow Lines	Shows direction of flow.

❖ Exercise Corner
A. Tick (✓) the correct answers.
1. Which of the following is always the first step in an algorithm?
A. Start
2. The start and stop instructions in a flowchart are represented by which shape?
A. Oval
3. In a flowchart, the diamond shape is used to show which of the following?
A. Decisions
4. Which of the following is a sequence of instructions that is repeated until a condition is satisfied
A. loop
B. Write T for True or F for False.
1. A flowchart can have any number of Start and Stop boxes. $-\underline{F}$
2. The direction of flow of information in a flowchart is always from bottom to top. $-\underline{F}$
3. A computer uses the IFELSE statement for decision – making – \underline{T}
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4. The Input/Output box in a flowchart is in the shape of a rectangle. $-\underline{F}$