Name: .... Roll No: ....

Class: .... Section: .... Date: ....

ALGORITHM AND FLOWCHARTS

Chapter-3

A. Fill in the blanks using the hints given below:

Hints: connectors, consistent, instructions, algorithm, assembler

1. An .... is a collection of steps in a sequential manner.

2. The .... are usually labeled in pairs to show matching jump points.

3. A good flowchart will use .... symbols.

4. A computer language is the means by which .... are transmitted to the computer.

5. An .... is a program used to translate assembly language into machine language.

B. Answer the following questions:

1. What is meant by a flowchart?

    ....

2. What is an algorithm?

    ....

3. Define computer language.

    ....
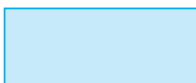
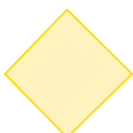**C. Match the symbols with their functions used in flowcharts.**

1. a. Shows a process or action step

2. b. Indicates a question or branch in the process flow

3. c. Start and stop points of the flowchart

Grade: ☆ ☆ ☆ ☆ ☆ Teacher's Signature: ....