

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?

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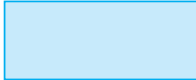

2. What is an algorithm?

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3. Define computer language.

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

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|--|---|
| 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 |