

Worksheet

2

Name:

Roll No: Class: Section:

Date:

ALGORITHMS AND FLOWCHARTS

Chapter-3

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

Hints: connectors, consistent, instructions, programmer, assembler

- Flowchart facilitates a to analyse the problem in detail.
- The are usually labeled in pairs to show matching jump points.
- A good flowchart will use symbols.
- A computer language is the means by which are transmitted to the computer.
- An is a program used to translate assembly language into machine language.

B. Answer the following questions:

- List any two main characteristics of a good algorithm.

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- Define computer language.

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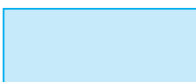
C. Match the symbols with their functions used in flowcharts:

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