Chapter-7

Worksheet: Algorithms and Flowcharts

Part 1: Fill in the Blanks

Decision, Algorithm, Rounded-rectangle, Flowchart, Connector

1. A systematic list of instructions to perform a task is known as an _____.
2. A _____ is a diagrammatic representation of steps required to solve a problem.
3. The shape of the **Start/Stop** box in a flowchart is a _____.
4. The _____ box is used to test a condition or make a decision in a flowchart.
5. The _____ symbol connects different parts of a flowchart when it spans multiple pages.

Part 2: Match the Following

Match the flowchart symbols with their correct descriptions.

Column A (Symbol)	Column B (Description)
1. Start/Stop Box	a. Used to accept input or display output.
2. Input/Output Box	b. Used to indicate the beginning and end of a flowchart.
3. Process Box	c. Used to connect different parts of a flowchart.
4. Decision Box	d. Used to perform actions like addition or subtraction.
5. Connector	e. Used to test a condition or make a decision.

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Multiple Choice Questions

1. Which of the following is NOT a flowchart symbol?

   a) Start/Stop Box

   b) Input/Output Box

   c) Process Box

   d) Loop Box

2. What is the shape of a **Decision Box** in a flowchart?

   a) Rectangle

   b) Diamond

   c) Parallelogram

   d) Circle

3. Which of the following is true about flowcharts?

   a) They are only used for mathematical problems.

   b) They are a pictorial representation of steps to solve a problem.

   c) They do not require any symbols.

   d) They are not useful for programming.

4. What is the purpose of a **connector** in a flowchart?

   a) To indicate the start and end of the flowchart.

   b) To connect different parts of a flowchart when it spans multiple pages.

   c) To perform arithmetic operations.

   d) To display the output.

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5. Which of the following is an example of looping?

   a) Printing your name once.

   b) Printing your name 100 times using a counter.

   c) Adding two numbers.

   d) Finding the greater of two numbers.

True or False

1. An algorithm is a pictorial representation of steps to solve a problem.

   (True/False)

2. The **Process Box** in a flowchart is represented by a rectangle. (True/False)

3. Only one flow line should enter a decision box, but multiple flow lines can

   leave it. (True/False)

4. A flowchart does not need a logical start and stop. (True/False)

5. Looping is used to repeat a set of instructions until a condition is met.
   (True/False)

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