

# Flowchart symbols

## Statements (TRUE / FALSE):

1. Flowcharts are only used by programmers to debug their programs.
2. Flowcharts are a visual representation of a program.
3. Comment blocks are used to explain the program to the computer.
4. The input/output block is used to assign values to variables.
5. The start and end blocks are not necessary in a flowchart.
6. A decision block is used to ask the user for input.
7. The syntax used in flowcharts is the same as most high-level computer languages.
8. A variable can only be assigned a numerical value in a flowchart.
9. An output block is used to share information with the real world.
10. For loops and inputs cannot be used in flowcharts.

**1. What is the purpose of a flowchart?**

- A. To illustrate algorithms visually
- C. To create animations
- B. To write programs in text format
- D. To design websites

**2. How should a flowchart be read?**

- A. From left to right and top to bottom
- C. From left to right and bottom to top
- B. From right to left and top to bottom
- D. From right to left and bottom to top

**3. What does the Terminator symbol represent?**

- A. The beginning and end of a program
- C. A process occurring within the program
- B. A decision point in the program
- D. Data entry and display

**4. What does the Process symbol represent?**

- A. Different instructions occurring within a program
- C. A loop in the program
- B. The flow of the algorithm
- D. Data entry and display

**5. What does the Decision symbol represent?**

- A. Splitting flowcharts down multiple paths
- B. Input and output of data for the user
- C. Referencing another program within the program
- D. Different instructions occurring within a program

**6. What does the Parallelogram symbol represent?**

- A. Input and output of data for the user
- B. Splitting flowcharts down multiple paths
- C. Referencing another program within the program
- D. Different instructions occurring within a program

**7. What does the Sub Program symbol represent?**

- A. Referencing another program within the program
- B. The beginning and end of a program
- C. A loop in the program
- D. Different instructions occurring within a program