

# Algorithms: The recipe for computation

# 2C

## Visualizing Algorithms with Flowcharts



## Flowcharts

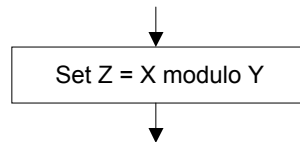


- Flowcharts are used to show the flow of control of an algorithm as it runs step by step in a visual manner.
- Flowcharts consist of the following components:
  - An oval labeled START
  - A sequence of boxes with algorithm operations
  - Arrows that indicate the order that the boxes are evaluated in the algorithm
  - A oval labeled STOP or END

## Sequential Flow



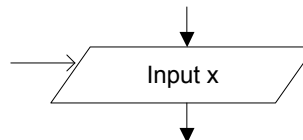
- An assignment operation sets a variable to a specific value or changes a variable to a new value.
  - Represented in a flowchart using a rectangle with the assignment operation described inside
  - Example:



## Input



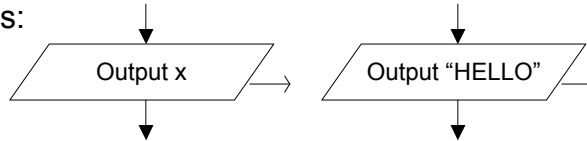
- An input operation sets a variable to a data value given by the user of the algorithm.
  - Represented in a flowchart using a rhombus with a small arrow pointing in from the side
  - The contents of the rhombus include the variable being initialized
  - Example:



# Output



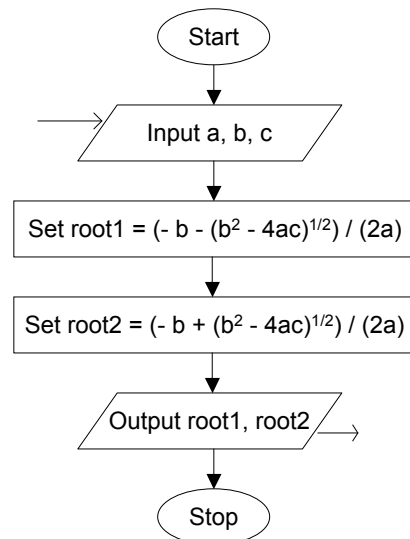
- An output operation displays the data value in a variable or a message to the user of the algorithm.
  - Represented in a flowchart using a rhombus with a small arrow pointing out from the side
  - The contents of the rhombus include the variable or message being displayed
  - Examples:



# Example



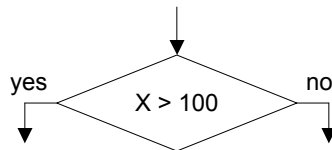
- Algorithm to find the roots of a quadratic equation  $ax^2 + bx + c = 0$



# Conditional Operations



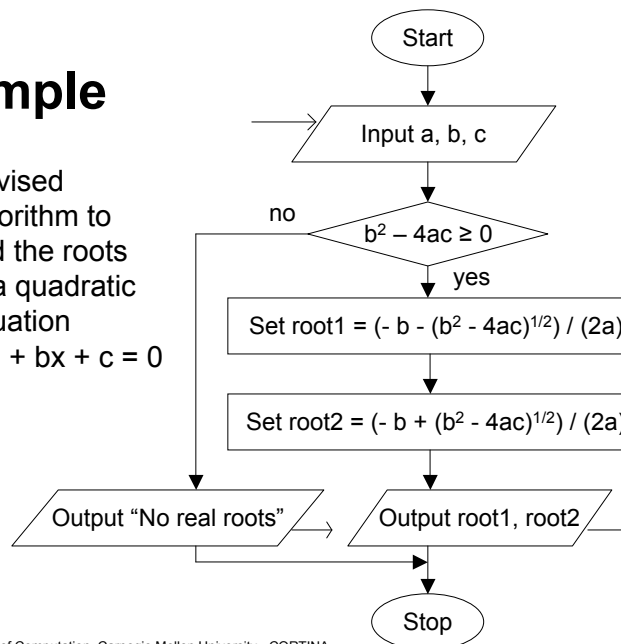
- A conditional operation determines the direction of flow in an algorithm
  - Represented in a flowchart using a diamond with a test condition inside
  - Example:



# Example



- Revised algorithm to find the roots of a quadratic equation  $ax^2 + bx + c = 0$



## Loop Operations

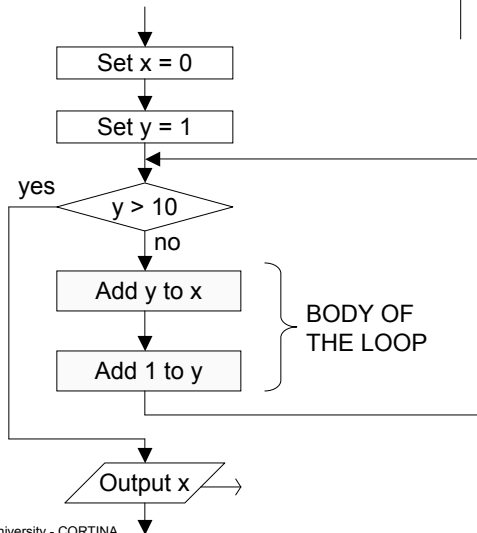


- A loop operation indicates the sequence of operations that are to be repeated along with a condition to control the number of repetitions
  - Represented in a flowchart using a diamond with a test condition inside
  - Includes one or more flowchart operations with an arrow that flows back to an earlier point in the flow of the algorithm

## Loop Operations (cont'd)



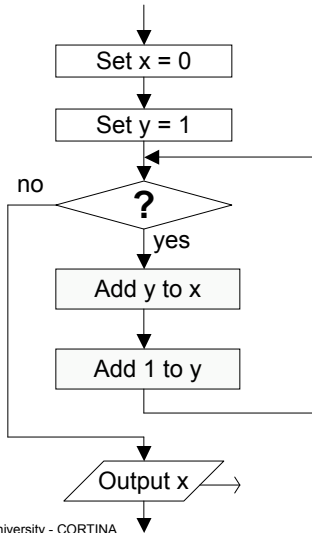
- Example:



# Loop Operations

(cont'd)

- Example:

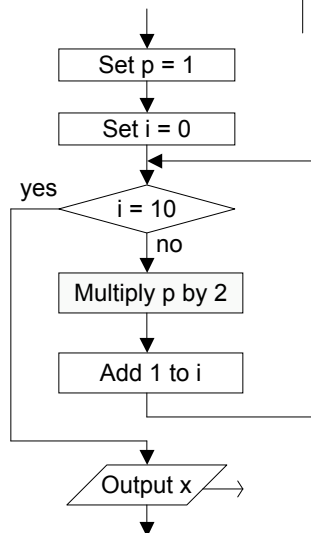


# Loop Operations

(cont'd)

- Example:  
Set  $p = 1$   
Do the following 10 times:  
    Multiply  $p$  by 2  
Output  $p$

Add an additional unused variable to control the number of times the loop repeats.



## Bubble Sort (Original Algorithm)



1. Input  $n$
2. Input a vector of values  $A[0], A[1], \dots, A[n-1]$
3. Do the following  $n$  times:
  - a. Let  $i = 0$
  - b. Do the following  $n-1$  times:
    - i. If  $A[i] > A[i+1]$ , exchange  $A[i]$  and  $A[i+1]$
    - ii. Add 1 to  $i$
4. Output  $A$

## Bubble Sort (Original Algorithm)



1. Input  $n$
2. Input a vector of values  $A[0], A[1], \dots, A[n-1]$
3. Let  $x = 0$
4. Do the following while  $x$  is not equal to  $n$ :
  - a. Let  $i = 0$
  - b. Do the following  $n-1$  times:
    - i. If  $A[i] > A[i+1]$ , exchange  $A[i]$  and  $A[i+1]$
    - ii. Add 1 to  $i$
  - c. Add 1 to  $x$
5. Output  $A$

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  - c. Add 1 to  $x$
5. Output  $A$

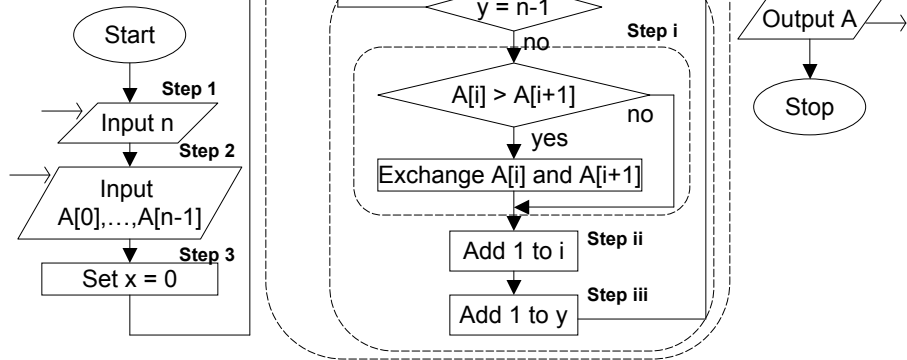
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2. Input a vector of values  $A[0], A[1], \dots, A[n-1]$
3. Let  $x = 0$
4. Do the following while  $x$  is not equal to  $n$ :
  - a. Let  $i = 0$
  - b. Let  $y = 0$
  - c. Do the following while  $y$  is not equal to  $n-1$ :
    - i. If  $A[i] > A[i+1]$ , exchange  $A[i]$  and  $A[i+1]$
    - ii. Add 1 to  $i$
    - iii. Add 1 to  $y$
  - d. Add 1 to  $x$
5. Output  $A$



# Bubble Sort (Original Algorithm)



## Exercise

Draw a flowchart for the following algorithm:

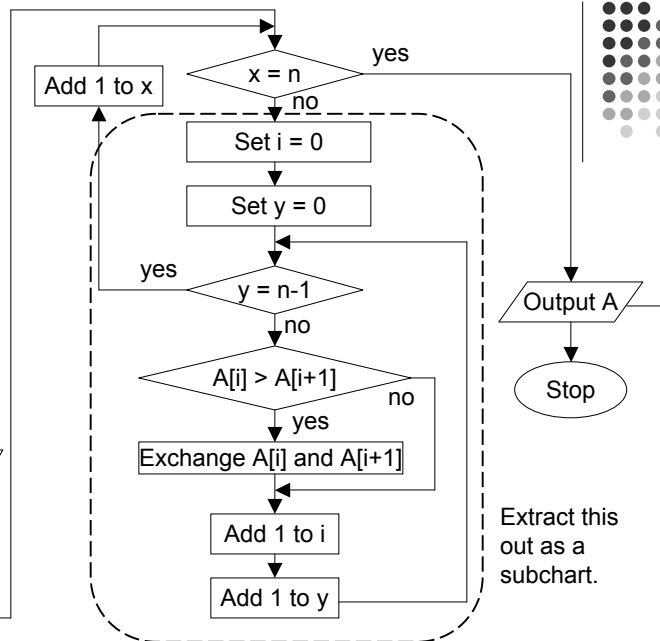
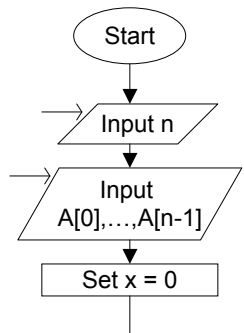
1. Input n
2. Input a vector of values  $A[0], A[1], \dots, A[n-1]$
3. Set  $i = 0$
4. Set  $\text{max} = A[0]$
5. Do the following  $n-1$  times:
  - a. Add 1 to  $i$
  - b. If  $A[i] > \text{max}$ , set  $\text{max} = A[i]$
6. Output max

# Subroutines



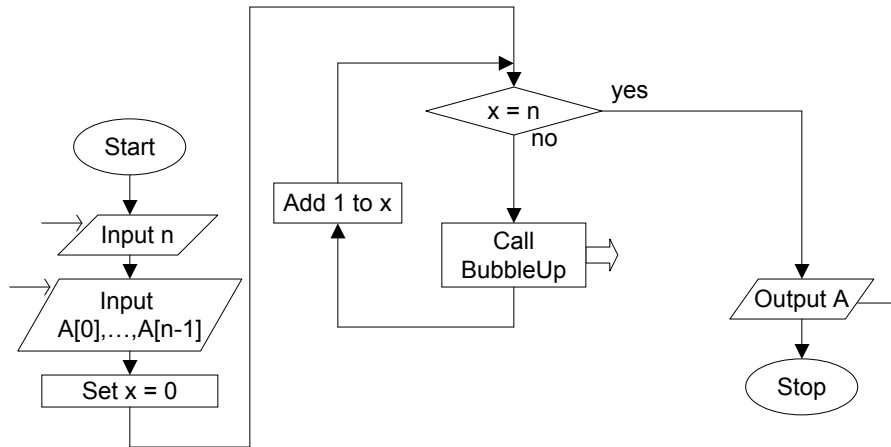
- An operation that is executed a number of times at different places in your algorithm can be extracted out and made into a subroutine.
  - A call to a subroutine is represented by a rectangle with a wide arrow to its right
  - A separate flowchart for the subroutine is written in the same way as the initial “main” flowchart that describes the algorithm.

# Bubble Sort (Original Algorithm)



# Bubble Sort (Original Algorithm)

## Main flowchart



# Bubble Sort (Original Algorithm)

## Subchart

