

Arduino Programming

Part 7: Flow charts and Top-down design

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Gerald Recktenwald
Portland State University
gerry@me.pdx.edu

Goals



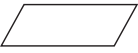



Introduce flow charts

- ❖ A tool for developing algorithms
- ❖ A tool for documenting algorithms
- ❖ A visual method of communicating about any sequential or iterative process
- ❖ Great for visual learners!

Top-down design

- ❖ One technique for creating a plan for large, multi-step problems
- ❖ Not tied to flow charts, but can be used effectively with flow charts

Flow chart symbols

	Terminator	Start or stop a sequence. May contain module name.
	Process	A step in the process or computational algorithm
	Data input	Information from outside of the algorithm or process
	Decision	Choose a flow path for continuing the algorithm or process
	Flow indicators	Connect other elements
	Connector or Junction	Optional joint where flow indicators merge

Exercise I

Draw the flow chart to read and display the salinity value on the LCD monitor

Keep it simple

- ❖ 5 or so symbols (not counting arrows)
- ❖ Describe only the high level actions

Exercise I

Your answer goes here.

Exercise I

