

A beginner's guide to FlowGrid

© Jon McGovern 2008

Key Words

Flowchart – A way to illustrate the sequence of activities in a system (e.g. traffic lights)

Mimics – Built-in graphics to provide visual representation of a control system. They allow the user to create a flowchart that makes them work.

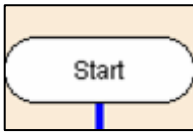
Function/control element – A feature that can be added to a flowchart

Input – Information that is provided by the user (e.g. pressing a switch)

Output – Something that is generated by the computer (e.g. a virtual bulb lighting up)



Control Elements



Start

This is required at the beginning of all flowcharts created.



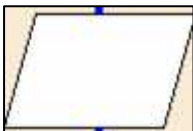
Stop

This is required at the end of all flowcharts that aren't designed to run forever.



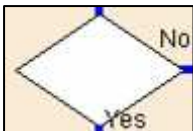
Process

This can be used to add processes (i.e. delays, sound effects).



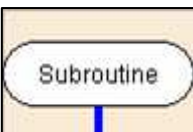
Output Change

This can be used to change outputs (i.e. turn them on or off).



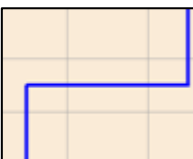
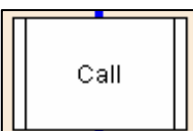
Decision

This can be used to make things happen when an input is switched on/off.



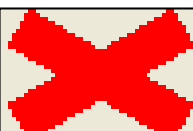
Subroutine

A subroutine is an additional flowchart that starts when the original flowchart gets to a certain point, using the 'Call Subroutine' button (see tutorial 4 for more information).



'Wires'

These are used to join control elements together to create a flowchart. Any blue lines are wires.



Delete

This cross can be used to delete unwanted control elements.



Arrows

These can be used to move control elements around the screen.

For more like this, including a 14 page booklet filled with tutorials and activities, illustrative videos, a teacher guide and PowerPoint presentation, visit www.flowgrid.co.nr!