

Overview

Coding is when you make a set of instructions for a computer to follow.



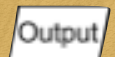
A control program, like Flowol, lets you use symbols as a flowchart to show the sequence the program should follow. Different types of commands are shown by different shaped symbols.



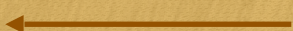
Flowol Basics



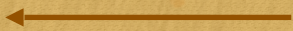
start / stop the program



turn an output on or off



add a wait, enter number of seconds



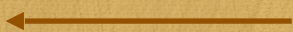
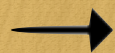
make a yes/no choice



add a text label



select a symbol or line to edit

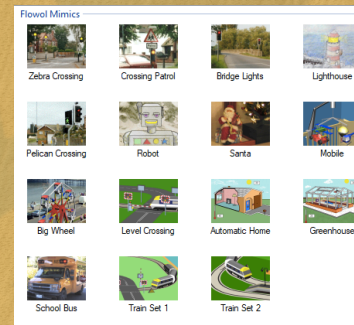


add a control line to show the order

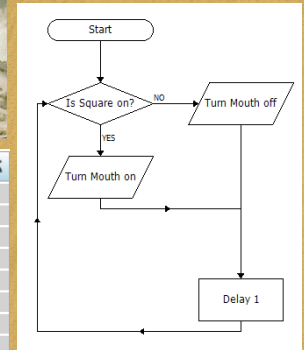
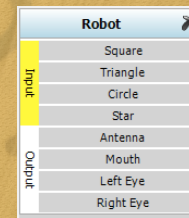
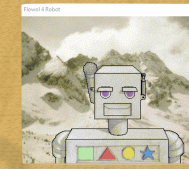
Mimic

A mimic is a simulation of a control device.
For example:

robot carousel
lighthouse traffic light



Example



ROBOT

Makes the mouth open and close when the square button is pressed

Concepts

ALGORITHM

- more than one instruction to be followed in given order

TEST

- run the program to see if it works properly

DEBUG

- find and fix mistakes in a computer program

SELECTION

- when your program has to make a choice
- if Yes then follow this line
- if NO then follow this line

REPETITION

- doing the same instruction more than once
- can be for a given number of times or 'forever'

flowchart

algorithm

test

debug

sequence

symbol

selection