

## Basic Flowchart Shapes

Start/Stop

Process – an action

Decision  
- ?

Input/output  
– information

**Algorithm** – a set of rules and instructions to solve a problem.

**Integer** – a whole number

**String** – a sequence of characters (e.g. numbers, letters, words, symbols)

**Boolean** – a binary variable which can be true or false

**Variable** – a storage location with a specific name which stores some unknown or known quantity or information

**Iteration** – a repetition through a loop of instructions



## Literacy

**PEE** – Point Example  
Explain

**WWW** – What Went Well

**AFI** – Area For  
Improvement

**Check spelling and  
grammar for accuracy**

**DATA** Types – A classification for a type of data.

12345 – **Number** ~ name – **Text** ~ £100 – **Currency** ~ 10/10/14 – **Date**

16:00 or 4.00pm – **Time** ~ yes/no or on/off – **Boolean (logical)**

## Types of Programming

Block



Based

Text

Based

```
class Material():
    name = ""
    def __init__(self, name):
        self.name = name
        self.diffuse = (1.0, 1.0, 1.0)
    defaultMaterial = Material()
    string name
    Scope: Material
    Decl.: raytrace.
```