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Tutorial-pictorial presentation of program codes in the python language for illustration of the flow chart theory principles

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Abstract

© Research India Publications. In this paper fragments of programs illustrating the principles of the flow chart theory by the example of the schemes of interpretation of interactive system script are presented. This paper describes the standard structural patterns of dialog interaction ‘human-computer’and provides the relevant program code for each of them in the Python language. As the interactive interaction patterns such patterns as ‘pattern of choice "to —> to + 1’("next")‘, ‘sequential interpretation of elements’, ‘pattern of the kind "if -then—else"», ‘pattern of "case" kind’, ‘pattern of "while—do" kind’, ‘pattern of "repeat — until" kind’, ‘pattern of “CALL” kind’are considered. The designed program codes may be used in the training courses ‘Theory of computing processes and structures’and ‘Design of a human-machine interface’. This paper represents the designed tutorial-pictorial presentation of principles of flow chart theory that may be used as the tutorial material for both of the specified courses.

Keywords

Flow chart theory, Illustrative material, Interactive system script, Theory of computing processes