

Quick Start
Structorizer
Guide

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Introduction:

Most programmers develop flowcharts which help in visualizing code flow, before actually writing code.

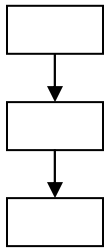
The most commonly used symbols are processes and decisions.
All programs can be written using the following blocks:

1. Processes
2. Decisions
3. Iterations

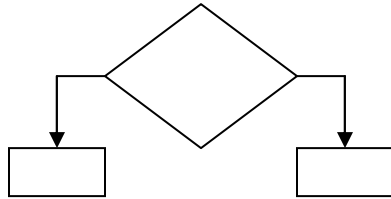
The normal unstructured flowcharts implement the above by:

1. Processes - Blocks.
2. Decisions - Diamonds.
3. Iterations - Diamonds and blocks connected by arrows.

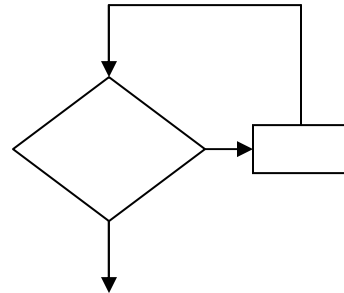
Examples are listed below:



Processes



Decisions

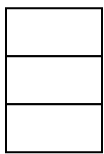


Iterations

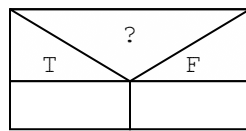
The main disadvantages of creating flowcharts using the above symbols are:

1. The arrows take up a lot of space and the flowcharts soon become unwieldy.
2. It is difficult to convert the flowchart to code.

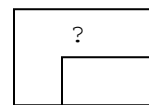
Structured Flowcharts use no arrows and are very easy to convert to code.
They use the following symbols:



Processes



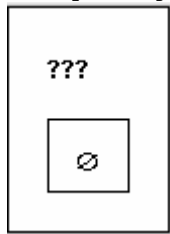
Decisions



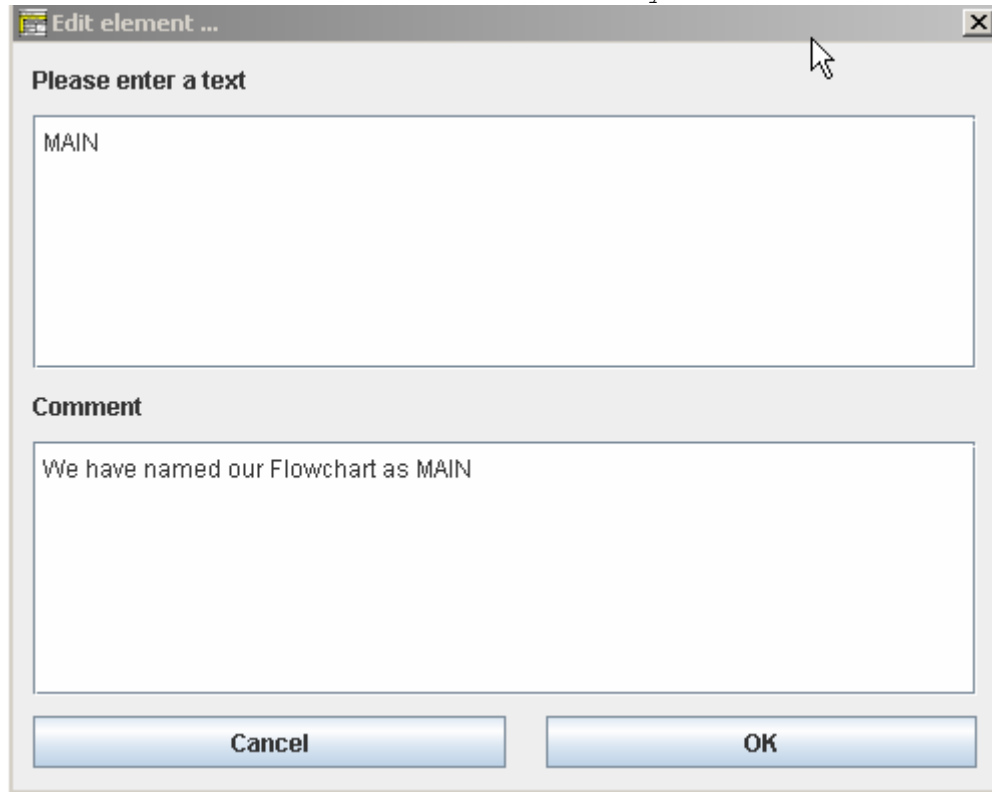
Iterations

Quick Start:
Heading:

On opening the Structorizer, we find the following screen:

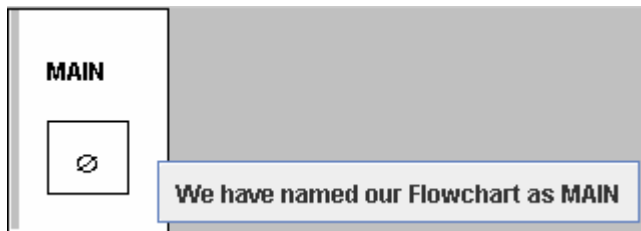


Double Click on the "???" block to name your flowchart:



Comments:

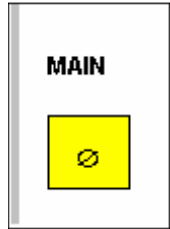
The grey vertical shadow on the left of the MAIN block indicates the presence of comments, which become visible on hovering the mouse over the MAIN block. We now have the following screenshot.



Element Selection:

Before inserting symbols, we first select the place where insertion is required. This is done by clicking on any present element.

The only element present now is the box with the ϕ in it. Select it by clicking once on it.



It gets highlighted in yellow.

The highlighting colour can be changed as required by clicking on required colour on the tool bar below:



Structorizer Symbols:

Nine symbols are available as shown below:



Symbol 1: Instruction

Symbol 2: If Else Statement

Symbol 3: Switch Case Statement

Symbol 4: For Loop

Symbol 5: While Loop

Symbol 6: Do While Loop

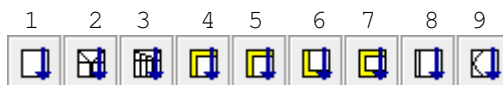
Symbol 7: Endless Loop

Symbol 8: Call a Function

Symbol 9: Break or Jump Statement

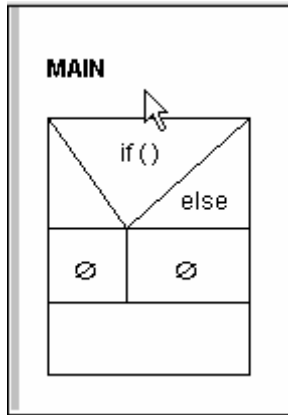
The above symbols are used to insert required operation BEFORE a selected element.

The following symbols are used to insert required operation AFTER a selected element.



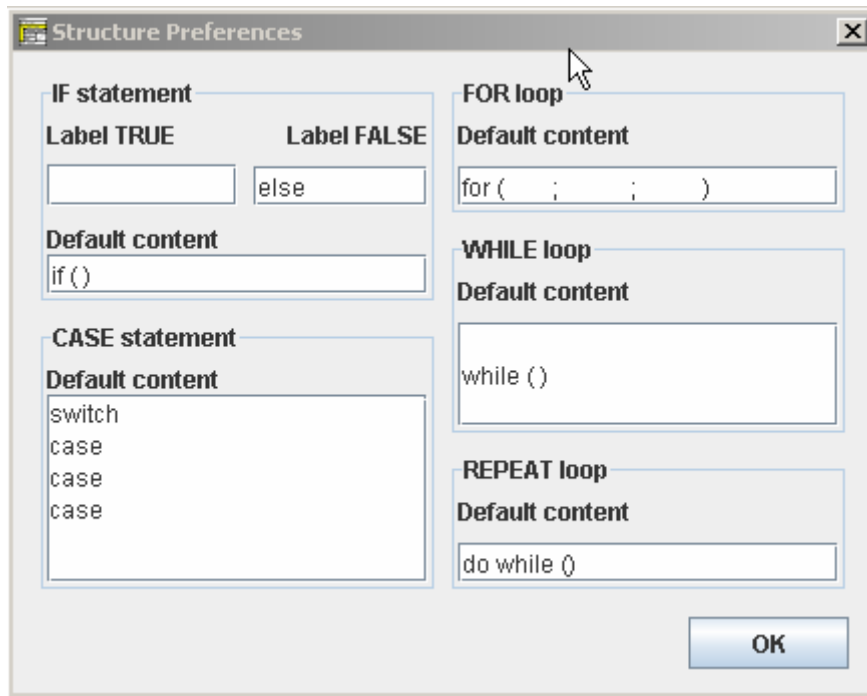
Symbol Insertion:

Click on the required symbol and fill in required text and comments.
A typical shot would then like this on inserting symbol 2:



Structure Preferences:

The words if(), else can be changed as required by clicking on Preferences / Structures..

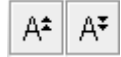


Symbol/Block/Element Movements:

Click on the element to be moved and drag it to the required position.
A valid position is highlighted in Green, while an invalid position is highlighted in Red.

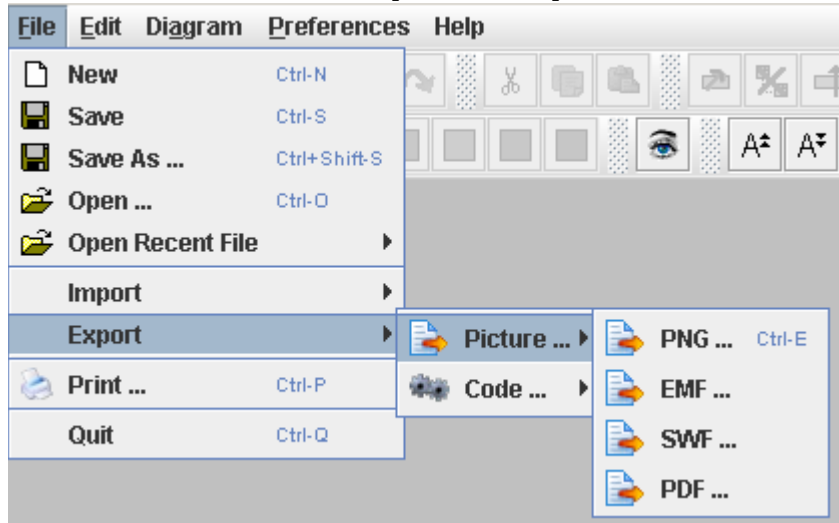
Flowchart Size:

The Flowchart size can be increased or decreased by clicking on the following symbols:

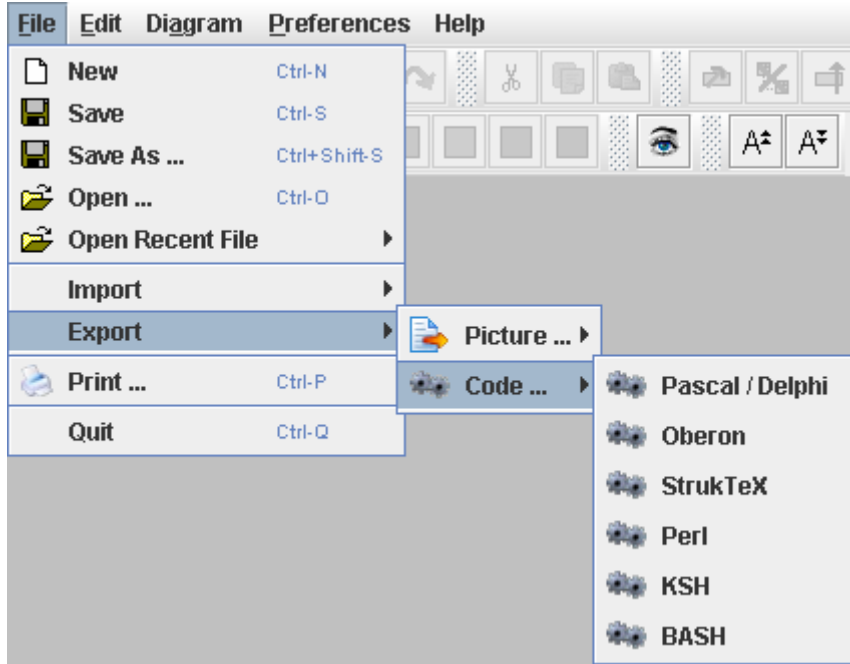


Exporting Flowcharts:

The Flowcharts can be exported as pictures to the following formats:



The Flowcharts can be exported as code to the following formats:



Importing Code:

Pascal Code can be directly imported to obtain structured flowcharts.