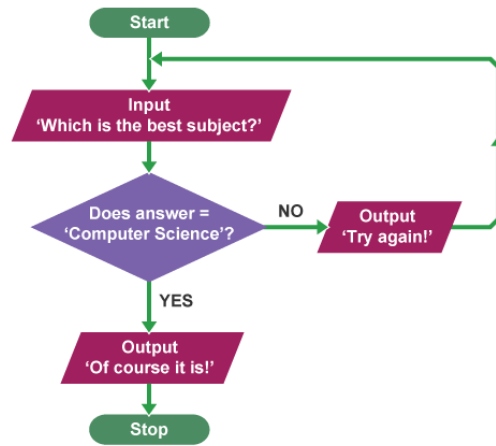


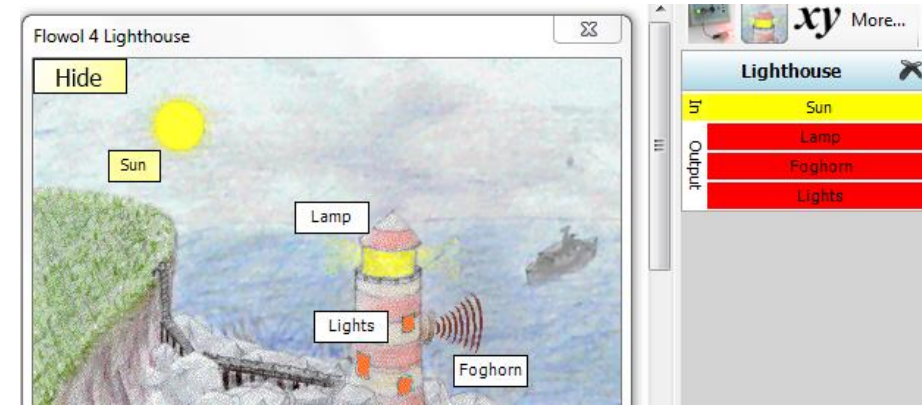
**Key Words:**

<b>Algorithm</b>	A set of step by step instructions designed to solve a problem	<b>Sequencing</b>	Creating a set of instructions that complete a task in a predetermined order
<b>Flowchart</b>	Sequence of instructions set within symbols designed to solve a problem	<b>Loop</b>	Repetition of an event until certain conditions are met
<b>Simulation</b>	A model that produces an output, either visual or physical, as it runs	<b>Subroutine</b>	A set of instructions defined to perform a frequently used operation in a program

<b>Variable</b>	A named area of storage that can hold different values
<b>Programming</b>	The process of writing computer software
<b>Sensor</b>	An object whose purpose is to detect event or changes in its environment, and then provide a corresponding output
<b>IF, THEN, ELSE</b>	A decision in which a choice is made



Symbol	What it does?
	<b>Terminator:</b> Start/Stop symbol. This must be used to start the flow diagram, and also to stop it when it's finished.
	<b>Input / Output symbol:</b> This controls if the outputs are on. For example a motor or a light.
	<b>Process symbol:</b> This allows you to put a delay or a repeat in your flow diagram
	<b>Decision symbol:</b> This lets you add a decision or a condition to your flow diagram
	Label. This allows you to add text to your diagram
	Edit. This allows you edit parts of your diagram
	This links all of the symbols together, and completes the flow diagram.



**Mimics:**  
Each mimic is a scenario in which there are a series of inputs and outputs (see above). These can be programmed using flowcharts to model them working in a real life scenario