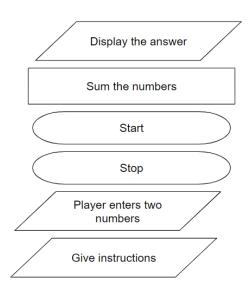
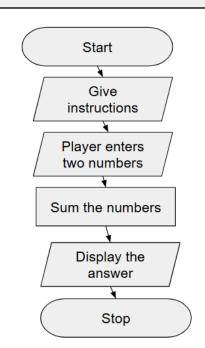
AP CSP Python with CodeX Design Process and Flowcharts Activity Guide		Name:
Activity #1: The Design Process		
What is the design process?	The design process is a tool that helps you break down large projects into smaller, easier-to handle stages.	
Briefly describe each step	of the design process:	
Step 1	Understand the problem: Come up with a new programming idea that solves a problem – make sure you understand what it should do.	
Step 2	Research possible solutions: Review what you already know how to do. What programming skills and concepts can you use?	
Step 3	Design the solution: Plan the solution to your idea. What will it look like (buttons pressed) and coding (variables, conditions, etc.)?	
Step 4	Code the solution: Code the solution. Add a few lines at a time. Documenting and fixing bugs as you go.	
Step 5	Document and reflect: Document your code by adding comments. Get feedback on the project, and reflect on how it works so far. Then improve it.	
Activity #2 : Flowchart	Symbols Give a brief summa	ry of what each flowchart shape is used for.
	Start or stop Use an oval to mark the beginning and end of the program.	
	Action or process Use a rectangle to process an action. It could be used to assign a value to a variable, or increment a counter, or get a random number.	
	Input or output Use a parallelogram to show input or output. Input could be the button pressed. Output could be text on the console panel, sound played, LEDs lit, or movement.	
	Decision Use a diamond to make decisions. This shape will have two or more lines that come from it — one for each outcome. This step might ask a question or provide options. The result could be true or false, yes or no, or choices (which button is pressed).	

## **Activity #3: Flowcharts**

**Example #1** Rearrange the flowchart shapes into the correct algorithm.





**Example #2** Use the correct shapes and rearrange the steps into the correct algorithm:

Computer gets a random number

Give instructions

Display "you guessed it!"

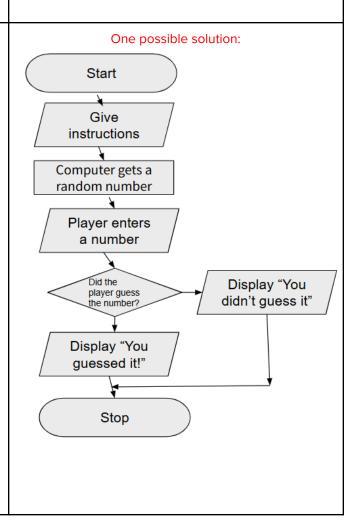
Player enters a number

Did the player guess the number?

start

stop

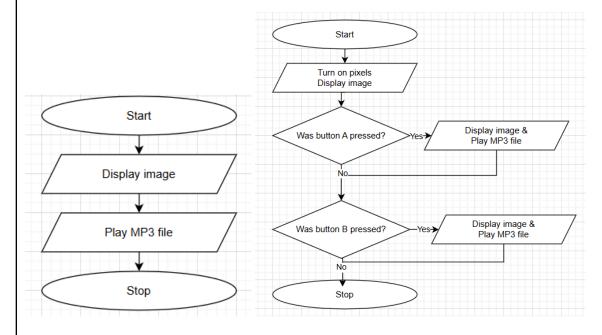
Display "You didn't guess it"



## Activity #4 Create flowchart of the program for Mission 3 NavSquare

One possible solution:

Or with extensions:



**Activity #5** Create your own flowchart of a daily activity.

Answers will vary

## Wrap Up:

In your own words, describe an algorithm.

Answer could be similar to: A step-by-step process a computer can follow to solve a problem.

In your own words, describe a flowchart.

Answer could be similar to: A visualization of an algorithm, or a graphic organizer for a program.