NOT-SO-GOOD
LOOP-DISPLAY SCHEME IN FLOWCHART

Problems with the modified scheme #1:

• Multiple entry point.
• What happens if box "1" is itself a do-while loop?
  How about the case if it is a while-do loop?

![Flowcharts showing original, modified #1, and modified #2 schemes.]

Improved Solution:

• Moving the loop-back line to the right may not give much improvement.
Models of Simple Action-Node and Branch-node:

- Structure of a general block-node.
- For a simple action-node, LTD = LBD.

Structure of a branch-node

Question:

• Is "topLeftDisplacement \leq bottomLeftDisplacement" always true in this model? Does the equality hold in the improved scheme when we have do-while loops?

• How will you decide if a vertical line segment will have an arrow or not at the end of it? (Hint: look at the sample flowchart-drawings in the notes.)

• For the tree-display scheme with all terminal nodes on the same horizontal line, we can associate with each subtree a box with an entry-point and these boxes are nested corresponding to parent-child relation of nodes. What is a good geometric structure that can replace the box for the other tree-display scheme?