Design Guidelines

You have one of two forms that you may use for your design for program 10.

1. a structure chart
   a. start with a box (put the program name in it)
   b. draw boxes under the program box for each function that the program
      calls, put a descriptive name in each box, these should match the function
      name in the program
   c. draw arrows to each of the boxes (to indicate that a call is made)
   d. repeat this for each box

2. give a “functional description”. For each “box” give a one or 2 sentence
   description of what it does
3. list all parameters in and out of each box
   a. for each parameter list if it is value or reference
   b. state the purpose of each parameter

Or you may use an outline form but all of the above information must be on it.