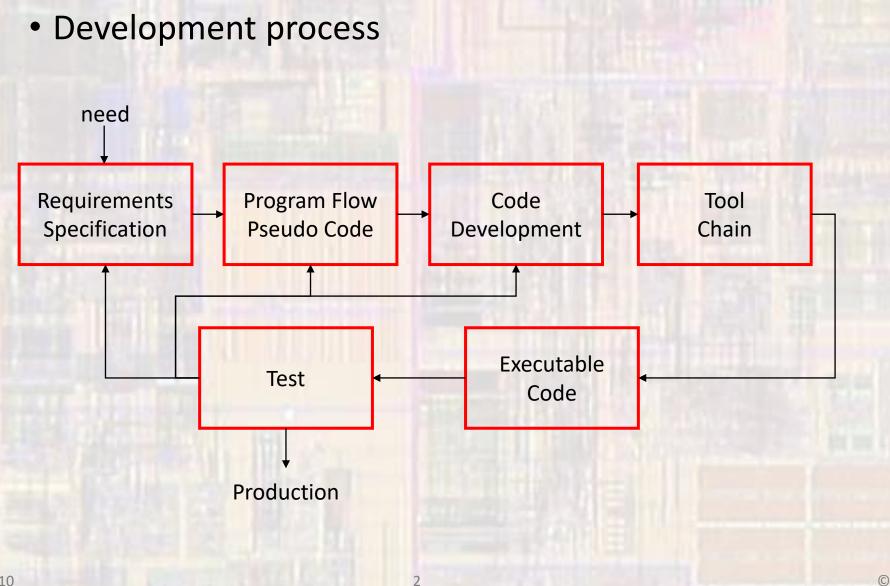
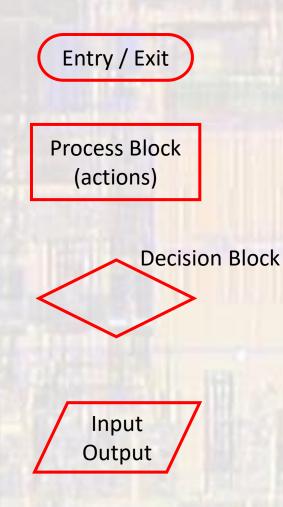
### Last updated 6/30/21



- Program Flow
  - Hierarchical system design
  - Up/Down sub-system design
  - Focus on general structure not too specific

Basic flow diagram blocks

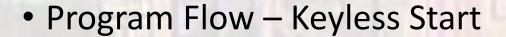


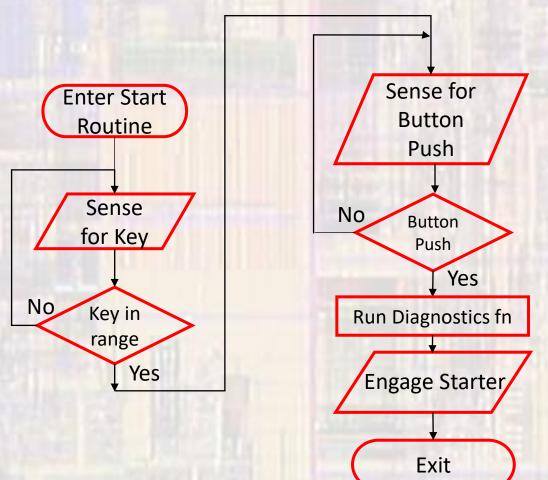
Start/end of this section of the flow diagram

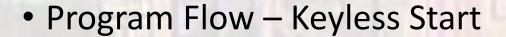
Actions for the program to take Internal to the processor

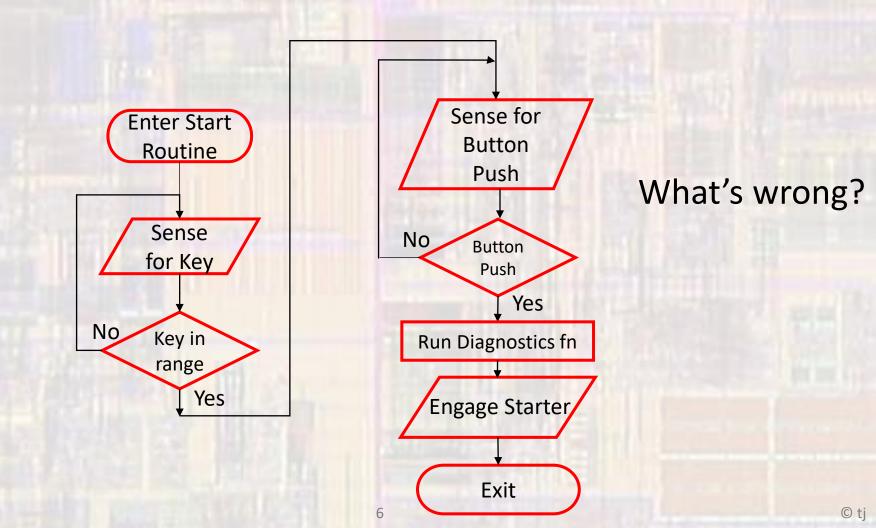
Flow direction options Y/N or T/F decisions

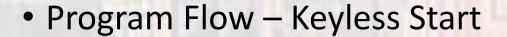
Actions associated with external entities outputs to screen or wires inputs from keyboard or wires

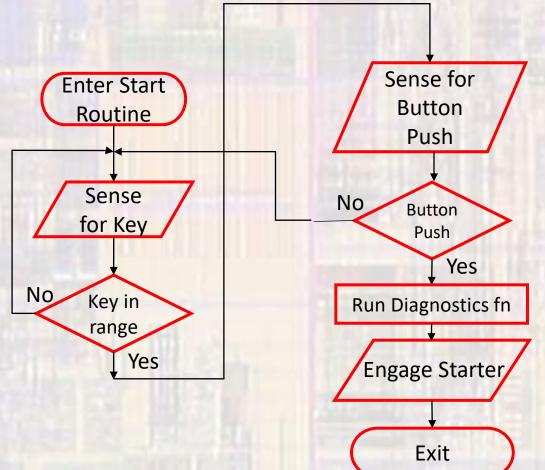












Pseudo Code – Keyless Start

In an infinite loop:

If Key present If button pushed run diagnostics fn engage starter end end