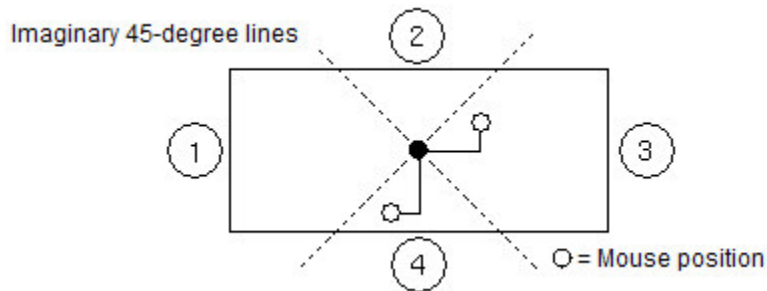


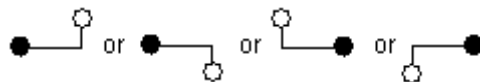
Establishing the control flow

1. Setting the connectors

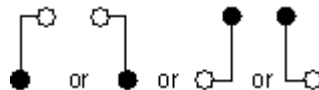
Procedures (executable flowcharts) consist of components that must be connected with one another to ensure uninterrupted flow of control from one executable component to another. This is done by connecting the components with flow control lines (connectors). The connector (arrowed line) exits the originating component at a 90 degree angle:



When the mouse is in area 1 or 3, the connecting line has these shapes (i.e. horizontal from the center of the originating box to the X position of the mouse, then vertical from this point to the mouse):

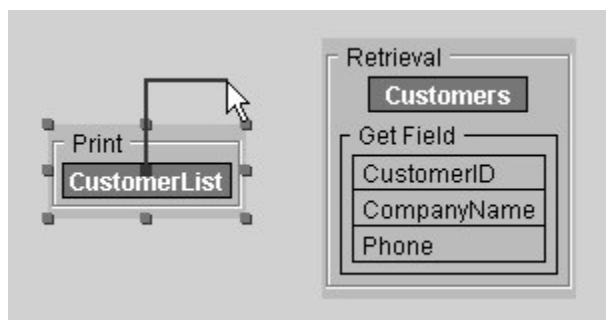


When the mouse is in area 2 or 4, the connecting line has these shapes (i.e. vertical from the center of the originating box to the Y position of the mouse, then horizontal from this point to the mouse):



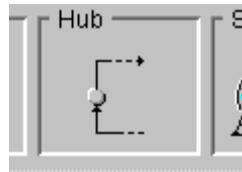
Once the mouse emerges from the box around the component, the lines are fixed. To actually carry out the maneuver: hold down the **Ctrl** key and mouse-drag a connecting link from the source component to the target one.

Remember to draw a straight horizontal connection, drag the line vertically (up or down) until it emerges from the component frame; then pull left or right and swing to the horizontal axis of the original object as you head for the target. A similar approach applies to drawing a straight vertical connection: start out horizontally.



2. Using Hubs

To work around tight spots, you can use Hub components:



Hubs are do-nothing components; they merely pass the control from one executable component to another, as in the following figure:

