



School of Computing and Information Technologies

### PROGCON - CHAPTER 3

CLASS NUMBER: #01

SECTION: TAM/91/AR0191

NAME: Alexia, Jinky, Vae

DATE:

PART 1: Identify the following.

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|----------------------------------|--|
| to to less program               | 1. A name to describe structured programming, because structured programmers do not use a "go to" statement.   |
| loop structure                   | 2. A process continues while some condition continues to be true.  |
| stacking structure               | 3. Act of attaching structures end to end.   |
| nesting structure                | 4. Act of placing a structure within another structure.  |
| Repetition or iteration          | 5. Alternate names for a loop structure.   |
| Selection structure              | 6. Another name for a selection structure.   |
| Decision structure               | 7. Ask a question and, depending on the answer, take one of two courses of action. Then, no matter which path you follow, continue with the next task.         |
| structure                        | 8. Basic unit of programming logic; each structure is a sequence, selection, or loop.  |
| Null case / null branch          | 9. Branch of a decision in which no action is taken.   |
| Sequence structure               | 10. Contains a series of steps executed in order. A sequence can contain any number of tasks, but there is no option to branch off, skipping any of the tasks. |
| loop Body                        | 11. Continue to repeat actions while a test condition remains true.  |
| Dual alternative selection       | 12. Define one action to be taken when the tested condition is true, and another action to be taken when it is false.  |
| end structure statement          | 13. Designates the end of a pseudocode structure.  |
| Block                            | 14. Group of statements that executes as a single unit.  |
| Unstructured program             | 15. Programs that do not follow the rules of structured logic.   |
| Structured program               | 16. Programs that follow the rules of structured logic.  |
| while do (while) loop            | 17. Set of actions that occur within a loop.   |
| Spaghetti code                   | 18. Scattered, unstructured program logic.   |
| prompting input                  | 19. Statement that reads the first input data record prior to starting a structured loop.  |
| Single - alternative if          | 20. Take action on just one branch of the decision.  |
| (or using Alternative selection) |  |