



School of Computing and Information Technologies

PROGCON - CHAPTER 3

CLASS NUMBER: #108

SECTION: TM/HRD-1A1

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PART 1: Identify the following.

- goto-less programming 1. A name to describe structured programming, because structured programmers do not use a "go to" statement.
- while... do (while) loop 2. A process continues while some condition continues to be true.
- stacking structures 3. Act of attaching structures end to end.
- nesting structures 4. Act of placing a structure within another structure.
- Repetition and Iteration 5. Alternate names for a loop structure.
- if-then-else 6. Another name for a selection structure.
- 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 structure 11. Continue to repeat actions while a test condition remains true.
- dual alternative ifs (or dual-alternative selections) 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.
- Loop body 17. Set of actions that occur within a loop.
- spaghetti code 18. Snarled, unstructured program logic.
- Priming input (priming read) 19. Statement that reads the first input data record prior to starting a structured loop.
- single alternative ifs (or single alternative selections) 20. Take action on just one branch of the decision.