

## Concept Visualization

### Sequence

When statements or actions are carried out in a program, they are referred to as being in a sequence. It depicts how instructions are carried out sequentially in accordance with the sequence in which they are written in the code.

Statements are carried out sequentially in C++, which means they are done one at a time in the order they are written. The program starts at the beginning and executes each phrase one by one until it reaches the conclusion or encounters a control flow statement (such as a loop or a conditional statement) that alters the flow.

```
int main()
{
    open_window("Hello World!");

    draw_hill(100, 100);
    draw_house(120, 100);

    refresh_screen();

    ...
}
```

### Selections

A selection is a C++ programming construct that permits making decisions in response to certain conditions. Depending on whether a condition is satisfied or not, it enables your software to choose one action or set of instructions to do.

In C++, the "if" statement which allows for selection is most often employed. It works as follows: you put a condition in parenthesis after the "if" keyword. If the condition is met, the code block that follows the "if" expression is executed. In the event that the condition is false, the code block is skipped.

### Repetition

repetition, also known as looping or iteration, allows you to execute a block of code multiple times. It is a programming construct that enables you to repeat a set of instructions until a specific condition is met or for a specified number of times.