Chapter 7 Key Terms

Branching - a method a program uses to test a condition and jump to the appropriate function.

Case - a keyword used to handle a specific condition in a switch structure

Comparison operators - operators used to create expressions to evaluate data or variables

Control expression - an expression that makes a decision.

Fuzzy logic - a system that allows for more than a true or false condition.

If structure - a structure that executes one or more programming statements if a condition is true.

if/else structure - a structure that executes one or more programming statements if a condition is true, or a different statement or statements if the condition is false.

Logical operators - operators that allows the use of and, or, and not be used in an expression

Menu - a means of selecting from more than one option or function.

Nested loop - a loop contained within another loop

Nested Structure - a programming structure contained within another structure.

One-way selection structure - a structure that allows to go only one way if a tested condition is met.

Selection structures - structures in a Java program that makes decisions.

Sequence structures - structures that execute one program statement after another without changing the program's flow.

Short-circuit evaluation - evaluation terminating processing of an expression if a required condition fails its test.

Switch structure - a structure capable of handling multiple options.

Truth tables - a means of illustrating the results of logical operators.

Two-way selection structure - a structure that allows two ways to proceed if a condition is met, or not met.