School of Computing and Information Technologies

PROGCON - CHAPTER 3

CLASS NUMBER: 05   SECTION: AC192

NAME: Kristine Dionne P. de Dios   DATE:

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 Programs 15. Programs that do not follow the rules of structured logic.

Structured Programs 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.

Choose from the following

1. Block
2. Dual-alternative ifs (or dual-alternative selections)
3. End-structure statement
4. Goto-less programming
5. if-then-else
6. Loop body
7. Loop structure
8. Nesting structures
9. Null case (null branch)
10. Priming input (priming read)
11. Repetition and iteration
12. Selection structure (decision structure)
13. Sequence structure
14. Single-alternative ifs (or single-alternative selections)
15. Spaghetti code
16. Stacking structures
17. Structure
18. Structured programs
19. Unstructured programs
20. while...do (while) loop