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School of Computing and Information Technologies

## PROGCON - CHAPTER 3

CLASS NUMBER

46

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SECTION:

BSTM-HR2C 191

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PART 1: Identify the following.

1. A name to describe structured programming, because structured programmers do not use a "go to" statement. *- GOTO-less Program*
2. A process continues while some condition continues to be true. *while loop*
3. Act of attaching structures end to end. *stacking*
4. Act of placing a structure within another structure. *nesting*
5. Alternate names for a loop structure. *do while loop*
6. Another name for a selection structure. *if-then-else*
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. *selection structure*
8. Basic unit of programming logic; each structure is a sequence, selection, or loop. *structure*
9. Branch of a decision in which no action is taken. *fall through*
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. *sequence structure*
11. Continue to repeat actions while a test condition remains true. *loop structure*
12. Define one action to be taken when the tested condition is true, and another action to be taken when it is false. *single-alternative*
13. Designates the end of a pseudocode structure. *end-structure statement*
14. Group of statements that executes as a single unit. *block*
15. Programs that do not follow the rules of structured logic. *unstructured programs*
16. Programs that follow the rules of structured logic. *structured programs*
17. Set of actions that occur within a loop. *loop body*
18. Snarled, unstructured program logic. *spaghetti code*
19. Statement that reads the first input data record prior to starting a structured loop. *priming input*
20. Take action on just one branch of the decision. *single-alternative (if or single-alternative selections)*