Structures can be stacked or connected to one another at their **entry or exit points.**

A loop must return to the **looop-controlling** question at some later point in a structure.

The following pseudocode is an example of **nesting**.

```
if conditionA is true then

  do stepE
else
   do stepB
   do stepC
   do stepD
endif
```

With a(n) **sequence structure** you perform an action or task, and then you perform the next action, in order.

The following pseudocode is an example of a **decision** structure.

```
if firstNumber is bigger than secondNumber then
   print firstNumber
else
   print secondNumber

endif
```

Repetition and sequence are alternate names for a loop structure. - **False**

Attaching structures end to end is called **stacking** structures.

Structured programs use spaghetti code logic. - **False**

Structured programs can be easily broken down into routines or **modules** that can be assigned to any number of programmers.

The priming read is an example of a(n) **housekeeping** task.