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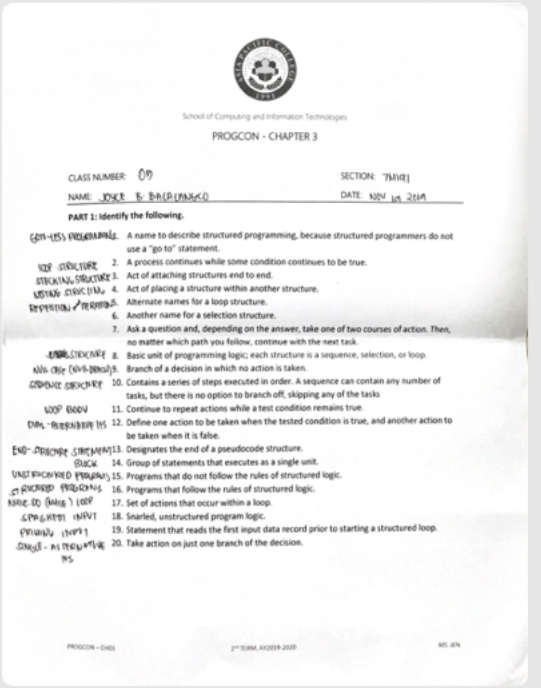

School of Computing and Information Technologies

PROGCON - CHAPTER 3

CLASS NUMBER: 09 SECTION: 7MW01

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PART 1: Identify the following.

GEN-LESS VARIABLE 1. A name to describe structured programming, because structured programmers do not use a "go to" statement.

SEQ. STRUCTURE 2. A process continues while some condition continues to be true.

STACKING STRUCTURE 3. Act of attaching structures end to end.

NESTING STRUCTURE 4. Act of placing a structure within another structure.

REPETITION / ITERATIONS 5. Alternate names for a loop structure.

6. Another name for a selection 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.

SEQUENCE STRUCTURE 8. Basic unit of programming logic; each structure is a sequence, selection, or loop.

SELECTION STRUCTURE 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 BODY 11. Continue to repeat actions while a test condition remains true.

DUAL-ALTERNATIVE 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.

WHILE DO (WHILE) LOOP 17. Set of actions that occur within a loop.

SPAGHETTI INPUT 18. Snarled, unstructured program logic.

PRIMING INPUT 19. Statement that reads the first input data record prior to starting a structured loop.

SINGLE-ALTERNATIVE 20. Take action on just one branch of the decision.