

<b>1.</b> logical (Boolean) expressions	<b>2.</b> decision maker
<b>3.</b> action statement	<b>4.</b> logical (Boolean) values
<b>5.</b> Logical (Boolean) operators	<b>6.</b> associativity
<b>7.</b> compound statement	<b>8.</b> nested
<b>9.</b> Pairing an <code>else</code> with an <code>if</code>	<b>10.</b> conditional operator

<p><b>2.</b> the expression in an if statement which determines whether to execute the statement that follows it</p>	<p><b>1.</b> an expression that has a value of either true or false</p>
<p><b>4.</b> true and false</p>	<p><b>3.</b> the statement following the expression in an if statement</p>
<p><b>6.</b> the order in which operators are grouped and evaluated</p>	<p><b>5.</b> operators that enable you to combine logical expressions</p>
<p><b>8.</b> when one control statement is located within another</p>	<p><b>7.</b> consists of a sequence of statements enclosed in curly braces, { and }</p>
<p><b>10.</b> a ternary operator written as “?:”, the three arguments explain what the condition is, what the result will be if the condition is true, and what the result will be if the condition is false</p>	<p><b>9.</b> the rule stating that an else statement is associated with the most recent incomplete if statement</p>

**11.**

conditional expression

**12.**

pseudocode

**12.**

an informal mixture of C++ and ordinary language used to design an outline of a logical solution to a problem

**11.**

an expression that uses a conditional operator