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School of Computing and Information Technologies

PROGCON - CHAPTER 3

CLASS NUMBER: #04 SECTION: 7M191

NAME: Angas, Beatrice C. DATE: November 19, 2019

PART 1: Identify the following.

Go-to-less programming
1. A name to describe structured programming, because structured programmers do not use a "go to" statement.

Loop 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 or iteration
5. Alternate names for a loop structure.

Selection structure
6. Another name for a selection structure. Dual alternative - IPO - IF-then-else
7. Ask a question and, depending on the answer, take one of two courses of action. Then, continue with the next task, no matter which path you follow. Selection structure. (Decision structure)

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 body
11. Continue to repeat actions while a test condition remains true.

Dual alternative IPO
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 code
18. Snarled, unstructured program logic.

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

Single-alternative IPS
20. Take action on just one branch of the decision.