



School of Computing and Information Technologies

### PROGCON - CHAPTER 3

CLASS NUMBER:

SECTION: BSBA-FM 191

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DATE: \_\_\_\_\_

#### PART 1: Identify the following.

- Go to-less programming  
While..do (while) loop  
stacking structures  
Nesting structures  
Repetition and iteration  
if-then-else  
Selection structures (decision logic)  
Structure  
Null case (Null branch)  
Sequence structure  
Loop structure  
Dual alternative if (Dual Alternative Decision)  
End-Structure statement  
Block  
Unstructured programs  
Structured programs  
Loop body  
Spaghetti code  
Primary input  
Single or alternative if  
(single alternative selection)
1. A name to describe structured programming, because structured programmers do not use a "go to" statement.
  2. A process continues while some condition continues to be true.
  3. Act of attaching structures end to end.
  4. Act of placing a structure within another structure.
  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.
  8. Basic unit of programming logic; each structure is a sequence, selection, or loop.
  9. Branch of a decision in which no action is taken.
  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
  11. Continue to repeat actions while a test condition remains true.
  12. Define one action to be taken when the tested condition is true, and another action to be taken when it is false.
  13. Designates the end of a pseudocode structure.
  14. Group of statements that executes as a single unit.
  15. Programs that do not follow the rules of structured logic.
  16. Programs that follow the rules of structured logic.
  17. Set of actions that occur within a loop.
  18. Snarled, unstructured program logic.
  19. Statement that reads the first input data record prior to starting a structured loop.
  20. Take action on just one branch of the decision.

Choose from the following

1. Block
2. Dual-alternative ifs (or dual-alternative selections)
3. End-structure statement
4. Goto-less programming
5. if-then-else
6. Loop body
7. Loop structure
8. Nesting structures
9. Null case (null branch)
10. Priming input (priming read)
11. Repetition and iteration
12. Selection structure (decision structure)
13. Sequence structure
14. Single-alternative ifs (or single-alternative selections)
15. Spaghetti code
16. Stacking structures
17. Structure
18. Structured programs
19. Unstructured programs
20. while...do (while) loop