

#24



School of Computing and Information Technologies

PROGCON - CHAPTER 3

CLASS NUMBER: #24

SECTION: BSTM 191

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PART 1: Identify the following.

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. IF-then-else
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.

Go to-less programming

while do (while) loop

stacking structures

Nesting structures

repetition & iteration

answer →

selection structure

(decision structure)

Structure

Null case (null branch)

sequence structure

Loop structure

dual-alternative ifs (or dual-alternative)

End-structure statement

Block

unstructured programs

structured programs

Loop body

spaghetti code

Priming input

single alternative

ifs (or single-alternative selections)

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