1. B. Spaghetti
2. A. sequence, selection and loop
3. D. any number of tasks
4. A. loop structure
5. B. Boolean
6. B. nesting
7. D. stacking
8. D. single-alternative selection
9. C. loop
10. C. dual-alternative selection
11. C. They all have 1 entry and 1 exit point
12. C. each structure has only 1 point where it can stacked on top of another
13. C. priming input
14. A. block
15. D. all of these are acceptable
16. A. tested once at the beginning of the structure
17. C. tested either before or after the loop body executes
18. C. Structured programs are usually shorter than unstructured
19. B. if you use modules you can ignore the rules of structure
20. B. any task can be described using some combination of the 3 structures: sequence, selection and loop