



School of Computing and Information Technologies

## PROGCON - CHAPTER 3

CLASS NUMBER: 24

SECTION: Aclan

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DATE: Nov. 12, 2019

### PART 1: Identify the following.

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|--------------------------|--|
| Goto-less programming    | 1. A name to describe structured programming, because structured programmers do not use a "go to" statement.   |
| while...do (while) loop  | 2. A process continues while some condition continues to be true.  |
| Stacking structures      | 3. Act of attaching structures end to end.   |
| Nesting structures       | 4. Act of placing a structure within another structure.  |
| Repetition and iteration | 5. Alternate names for a loop structure.   |
| If-then-else             | 6. Another name for a selection structure.   |
| 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.         |
| Structure                | 8. Basic unit of programming logic; each structure is a sequence, selection, or loop.  |
| Null case                | 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 structure           | 11. Continue to repeat actions while a test condition remains true.  |
| Dual-alternative if      | 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 program     | 15. Programs that do not follow the rules of structured logic.   |
| Structured program       | 16. Programs that follow the rules of structured logic.  |
| Loop body                | 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 if    | 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